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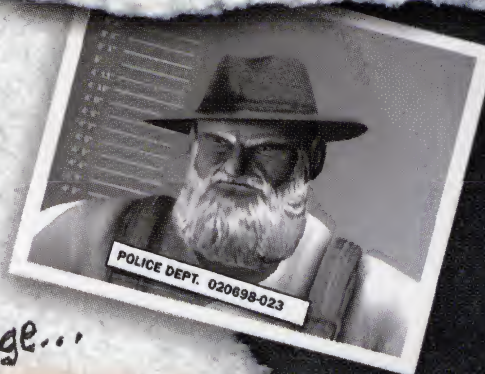
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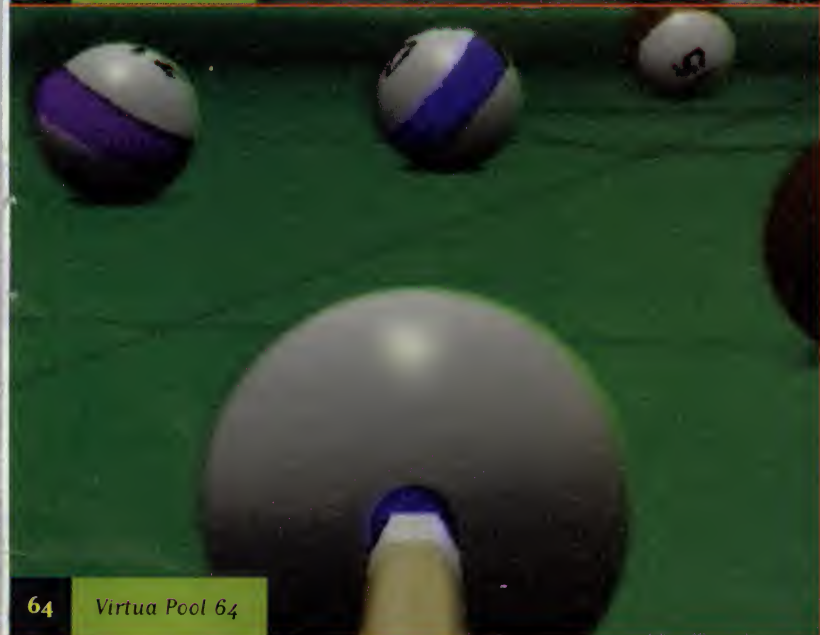
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# Technology isn't all it's cracked up to be...

**A**s the editor of *N64 Gamer*, I've seen lots of games that continually push the boundaries of graphics. To be honest, it has become all too easy to get lost in the world of 3D graphics where you can easily marvel at high resolution images that look so sharp and clear. Just 2 years ago most people would swear that games that looked this good would have never been available in the home so quickly. Still, while some companies are undoubtedly pushing harder and harder to get faster frame rates, more effects and higher resolution graphics, Nintendo seem happy to churn out games that are more akin to those that were available on the SNES four years ago.

Take *Mario Party*, for example. After a few minutes with the game I was ready to throw down my pad with frustration thinking that Nintendo had lost the plot in releasing such a childish, simple looking and simple playing game. But, as perseverance with the game revealed, *Mario Party* contains the charm, style, look and playability that are so obviously present in nearly all in-house Nintendo software.

As a launch title for the N64, *Mario Kart 64* is a perfect example of what is, and always has been Nintendo. While delivering all the graphical advantages that the N64 had to offer, the visuals in *Mario Kart 64* were always secondary to the game's playability, and the enjoyment that this game created would always be a result of this fact.

There's no doubt that the 64 bits of power inside the N64 has persuaded some gamers to upgrade to Nintendo's new console, and may have even swayed a few Sony and Sega loyalists from the dark side, but for most gamers it's been the playability that's kept us in bed with Nintendo, so to speak. While *Mario Party* is by no means a great single player game, like *Mario Kart* it excels when a few extra pads are plugged in. More than anything, games like *Mario Party* have the ability to turn 28 year old boring graphics freaks into screaming, crying, babbling buffoons who'll do anything to get another turn with the pad. After all, isn't this what great games are all about?

*Stephen O'Leary*

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## RUMBLE IN THE BOXING RING



MIDWAY'S READY 2 RUMBLE BOXING is headed for the N64 and it's looking impressive to say the least. Putting two over-muscled guys in a ring and watching as they belt the crap out of each other is one of the oldest sports known to man. Boxing is a very popular sport and it's strange that no company has managed to make a decent version of the sport for the next generation machines. Boxing fans will no longer have to take their frustrations out by punching themselves in the face until they pass out because there's finally a game to be proud of.

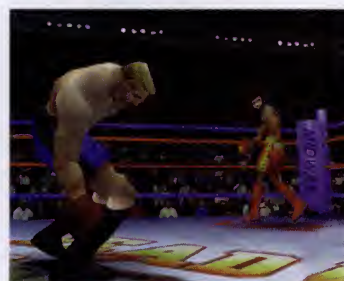
The team responsible for NFL Blitz is developing the game so you

can expect an emphasis on arcade thrills over tedious simulation gameplay. You can choose from over 20 famous boxers, all complete with their personal fighting styles. In an effort to make the game appeal to everyone, Midway have designed the moves so that they are a mixture of realistic moves and over-the-top attacks like the 360 degree spinning haymaker. To add to your amusement, the game includes lots of play-by-play calls by boxing's famous Michael "Let's get ready to rummmmmble" Buffer.

If you don't feel like getting involved in a full championship bout every time you want to spill



some blood, then you'll be happy to hear that the game includes the option for 'friendly bouts' where you can pick anyone for an instant dose of biff. When you do feel like organising a championship you'll find a staggering amount of options at your disposal. As well as controlling the fights, you have the ability to take the role of the manager. By doing this you are responsible for keeping track of how much money your boxers earn and using it to sign new boxers and buy better equipment for the gym. You can even strengthen particular abilities of individual boxers by altering their training routines.



## RALLY MASTERS - DRIVING PERFECTION ARRIVES



TOP GEAR RALLY and V-Rally have provided fans with two solid racing games but one look at these pictures and you know the king has arrived. The masterminds behind the game are

Digital Illusion. This will be their first release for the N64, but they've already established their racing credentials by programming

Motorhead for the PC and the PlayStation (we'll just have to forgive them for that). Motorhead was a great success because of its smooth handling and incredible speed. Taking these features and combining them with the thrill of

rally driving and the game's gorgeous graphics is a truly mouth watering prospect.

Details are sketchy, at the moment, but multiple modes of gameplay have been promised, as well as bazillions of different vehicles (that's technical talk for 'a lot'). Hopefully they won't merely be standard rally cars, but also include four-wheel drives and monster trucks, similar to the ones in Off Road Challenge but using trucks that are actually fun to play.

Rally Masters is planned to be a multi format release. It goes without saying that the N64 version will be the best one, leaving the others behind the same way I do when playing driving games against the rest of the N64 Gamer Clan.



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## THE DEX DRIVE IS SET TO REVOLUTIONISE THE N64



HAVE YOU TRIED for weeks to get the invincibility cheat in Goldeneye, only to fail miserably and hope desperately that there was some way you could get it without having to do all the hard work? Well, now slackers of the world can rejoice because the Dex Drive is here and it's going to make all your dreams come true. In a nutshell, what the device does is allow you to transfer the save files contained in memory cards and cartridges onto your PC.

The Dex Drive is a small box about the size of a tennis ball that

comes with the equipment to hook it up to any IBM PC. You can plug memory paks into the top of it and then save the information on them. It comes with all the necessary software on a couple of floppy disks and installing it immediately creates the 'Dexplorer' program that allows you to access all the information from the memory paks. The benefits of this are almost unlimited. Firstly, you now have unlimited memory for your save games because whenever your memory pak is filling up you can just transfer the contents to your com-

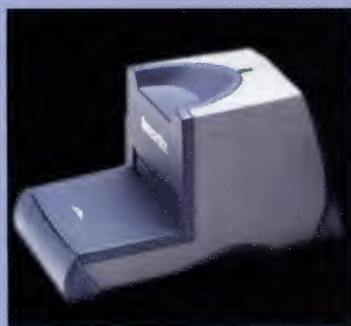


puter and start from fresh. You no longer have to worry about deciding what to delete when you don't have room to save the next level of Turok 2. Once the files are on your computer you can then put them on a floppy disk and give them to your friends or send them over the internet via email. There will even be dedicated web sites where you can download save files. The computer interface also makes it a lot easier to keep track of which save files are which because you can add notes to each file. If your friend asks you for the save for level 7 of Turok, you can just look through the notes on your computer and send them the file. You don't have to worry about your friends who don't have the Dex Drive themselves because if they

bring their memory card over, you can just plug it in and load the information onto it. Interact have attempted to make their accessory compatible with as many memory cards as possible. However, there are always a few problem cards, so if you experience any difficulties with the Dex Drive, your best bet would be to just buy one of the original Nintendo memory cards which have been fully tested.

Although the Dex Drive is primarily designed for memory pak management, you can also use it to manage the information on cartridges with battery back-up save games. Games like Banjo-Kazooie and Goldeneye can have their save games downloaded into the Dex Drive. The only problem is that you

### MADCATZ JOINS THE FUN



BEFORE THE DEX DRIVE is even released, MadCatz have announced that they are also working on a similar data management device for the N64. MadCatz's accessory is called the Data Deck but they haven't released much information on the device yet. It accesses the

information on N64 memory paks and allows them to be backed up to your PC so that you can definitely use all the same basic features as the Dex Drive. MadCatz have also announced that their device will be 100% compatible with information from the Dex Drive. What isn't known yet is if it will be able to access battery back-up save games like Goldeneye. Although this hasn't been confirmed yet, it looks like the Data Deck may allow for the option for two memory cards to be plugged in simultaneously for faster transfer between cards. Look for more information in the coming months.



## SHORT 'N' SWEET



### SPACE RACE

We just got another bunch of shots from Bugs Bunny's new racing game and it just looks better and better.



have to buy one of Interact's Gameshark cartridges to be able to access the files on the cartridge. This is a bit of a pain but finally being able to transfer things like your time cheats in Goldeneye is something that makes it a must have accessory for slackers. You will now be able to go to specific web sites and explore through masses of save files that have been posted by hard working gamers all over the world. If you go to <http://www.dexchange.net> you will not only be able to download files but you can win prizes as well. Skillful gamers can post their save games on the site and prizes will be awarded for records like the fastest times.

The Dex Drive opens up a whole new side to gaming on your N64. You now have the ability to compete on an international level. Imagine sending in your ghost data for Mario Kart and discovering you've got an unbeatable time. Character creation options in games are now more interesting because after you've designed the perfect

wrestler or baseball player, you can gain the recognition you deserve for your creation. Of course another benefit is that the lazy gamers can now select the perfect sportsman for their teams. Top Gear Rally fans will also be able to swap their favourite car designs over the net.

The possibilities are already staggering, but future games designed with the Dex Drive in

mind are the most exciting aspect. It would be a simple matter for games companies to give you the option to create Deathmatch levels in the next Turok game or to design your own tracks in racing games. The games companies could even have additional features that could be downloaded and included in your game. Games that you had mastered could be

given new life by downloading new weapons or characters from the net. Companies like Midway and Acclaim have already expressed interest in designing games for the device so it's only a matter of time before the N64 steps into a new era of interactive gaming. The Dex Drive is expected to have a price tag of \$90 and arrive in the stores sometime between April and May.



## WRESTLE WITH EVEN MORE ATTITUDE

IGUANA ARE CURRENTLY working on the follow up to their highly successful wrestling game, WWF Warzone. WWF Attitude promises more of the knock 'em down, smash 'em up fun of the original. The characters will again be created using the soft-skin polygon models, which make the wrestlers more realistic looking than the overly glitchy models used in WCW v. NWO. Attitude will feature fifty-five different wrestlers including, The Rock, Stone Cold and The Undertaker. This is a vast improvement over the sixteen which were on offer in Warzone. The big name wrestlers will also have their music played as they enter and all their trademark moves and finishes will be motion captured from the real wrestlers. Different match modes to be included are King of the Ring, Lumberjack, Survivor Series and, the ever popular, Royal Rumble.



The wrestler creation feature is to be expanded to include extra options such as drawing your own textures. Trademark moves will be selectable, as well as strength, endurance and sex. All characters

can then be saved onto a memory pak so you can take them to a friend's place and use them to bash up the wrestlers they've created. The opportunity to enter yourself into the game as a char-



acter, and smash Triple H is not an opportunity to be missed. The commentary team is made up of Jerry Lawler and Shane McMahon, who will hopefully have a ringside table so that you can slap him and his irritating mate 'round a bit. With over four hundred moves, a training mode has been included to help you master your favourites as quickly as possible. WWF Attitude is due out in late '99 and looks like being one of the most anticipated multiplayer bash-fests this year.

## THE BEST FISHING RPG EVER



THE LEGEND OF THE RIVER KING sure is a unique type of game. In the dictionary, if you look up 'original', expect to see a picture of this game. You take the role of a young boy in a Japanese village on his quest to catch the legendary River King. In order to complete this quest you must complete a mixture of real-time fishing and role playing adventures.

Natsume have gone to a lot of effort to ensure that the fish all look and behave just like their real life counterparts. They have used over 500 polygons for each fish and they have sent their graphics artists to study the individual species of fish so that they can recreate them with stunning realism. This means that when you are playing the game you can instantly recognise different species and learn how best to handle their differences.

Once you've caught a decent amount of fish from the local lake, it's time to make your way back to the village so that you



can sell them to the fishmonger. With the money you earn you can then buy equipment for the many mini-quests that you must embark upon along your way to the final confrontation with the River King. Although this sounds like the sort of bizarre game that never makes its way out of

Japan, Natsume have already made plans for a world wide release. From the early version we saw, we can tell you that despite its oddity, The Legend of the River King is one of the most enjoyable RPGs we've seen and looks like being an interesting challenge for fans of the genre.



## STAR WARS: PHANTOM MENACE

AS THE HYPE surrounding the next Star Wars movie gears up, LucasArts have announced that they are producing two new N64 games based around the Phantom Menace movie. They're not talking about their second game yet but they did reveal some more news about the first game. It is set for a release later this year and it will be a racing game based around the movie's pod racing sequence. For those unfortunate souls that haven't seen the movie preview yet, the pod racers are small, one-man vehicles similar to the speeder bikes used in Return of the Jedi. They are capable

of incredible speeds and come equipped with several weapons to make racing even more interesting.

The game's tentative title is "Star Wars: Episode One Racer" but it's such a lame name that you can be sure it will be changed before the game's release. Considering the impressive graphics and detailed control of all the vehicles that LucasArts managed in Rogue Squadron, you can be sure that the pod racing game will accurately recreate the movie's racing scenes to make you feel like a real Jedi.

"Excitement. Adventure. A Jedi craves not these things." They do love a good racing game though.

## BASEBALL FANS ARE IN 9TH HEAVEN



BOTTOM OF THE 9TH is the latest baseball sim to be announced for the N64. With EA's Triple Play 2000 and Iguana's All Star Baseball 2000 in development, you might ask what this game has

to offer? Well, graphically this game isn't up to the high standard of Iguana's title but the gameplay is easy to get into and there are a number of enjoyable features. With this game Konami has decid-

## A DARK NIGHT RISES

FANS OF BATMAN comic books will now have another reason to slip into their grey tights and parade around at night exclaiming "I'm Batman" to anyone that listens to them. Ubi Soft have decided to produce a completely new Batman adventure for the N64. This is great news because we all know that Batman is the hardest super hero to ever strap his undies over his pants (Superman would kick his butt - Ed). The reason he's so tough is that he doesn't



have to rely on any cheap gimmicks or super powers to kick the crap out of bad guys. He's trained himself for 20 years in all sorts of martial arts and sciences to become the World's greatest detective and I think that's pretty damn hard (get to the point - Ed).

As for the N64 game, Ubi Soft have announced that it will be a mixture of different types of game-styles. There will be driving sections where you control the Batmobile and flying sections where you get to strap yourself into the cockpit of the Batwing. The most interesting sounding sections are the ones where you get to control the Dark Knight as he explores the murky streets of Gotham in search of any criminal activity. Each mission will have a specific objective, like apprehending a criminal or rescuing a hostage. The game will even add variety to the action by allowing you to do some of the levels as Batman's sidekick, Robin.



ed to simplify the control system so that the game plays a lot faster and more like an arcade game. This may put off fans of the sport but younger players will no doubt prefer the less complex approach.

The most interesting option is the Scenario Simulations, which enables players to take part in historic baseball events where you can actually alter the outcome. Imagine being able to go back in time to a game your favourite team lost and hit a homerun that not only wins the game but leads you to fame, fortune and world peace for all of mankind. Okay, so maybe I'm exaggerating a little bit but it sounds like a pretty good feature. Bottom of the 9th will have some tough competition to beat this year, but we'll just have to hope it doesn't live up to its name and end up at the bottom of the heap.

## I'LL BE BACK, SAYS JAX



Mortal Kombat fans can stand up and get ready to cheer because another instalment of the gruesome fighting game series is underway. Don't expect to see a MK5 though because the next game is a 3D adventure game called Mortal Kombat: Special Forces. The game lets you choose either Sonya or Jax to embark on

a quest to defeat the evil Kano. The game is set before the time of the first Mortal Kombat game so if you kill Kano at the end of this game I

guess he'll have to resurrect himself in typical bad guy style to appear in MK 1. Depending on which character you pick, the game will evolve differently. So if you pick Jax I wouldn't recommend trying Sonya's kiss-blowing fatality if you know what's good for you.

The game uses an over-the-shoulder camera angle as you explore the 3D worlds completing objectives and bashing the skulls of any witless bad guys you stumble across. Graphically you can expect this game to look much better than

its predecessors because Midway have promised to take advantage of the 4Mb expansion pak for tasty hi-res graphics.



## SHORT 'N' SWEET

### TUROK'S BACK FOR MORE

Last month Iguana announced that they have already begun work on Turok 3. Well, this month they knocked us for a six with the news that they're also working on a fourth Turok title for the N64. Instead of making this game a continuation of the adventure, Iguana have decided to concentrate solely on the deathmatch aspect of Turok's gameplay. The game is tentatively titled 'Turok Tournament' and is set for a December release. This is great news because the deathmatch modes of Goldeneye and Turok 2 are their most enjoyable features. The fact that they had to be squeezed onto the same cart as the main adventure means that

they were restricted a lot in terms of the options and arenas that could be offered. Now that Iguana are producing a purely deathmatch based game they will be able to include a staggering amount of features. Current rumours suggest that the game will boast over 20 selectable characters, all with unique abilities and around 50 different arenas to fight in. Iguana are also putting a lot of work into designing new weapons and perfecting the old ones for deathmatch play. Turok Tournament will also include computer opponents for use in single player games of as extra fodder in multiplayer games.

### N64 SLAMS THE DREAMCAST

Although the N64 has been very successful in all countries outside of Japan, it has never sold as well as it could have in the homeland. The release of Zelda 64 last year and the continuing success of their Pikachu games has lead to a healthy increase in sales on the Japanese market. Not only have the games sold by the truckload but their popularity has lead to an increase in the number of new N64 units being sold. In the weeks surrounding Christmas and early January Nintendo managed to outsell Sony's machine and nearly double the number of Dreamcasts being sold. After this period the Dreamcast's sales climbed again, but the Gameboy Colour continues to outsell all three machines. Considering that the N64 has been on the Japanese market for nearly 3 years, the fact that it managed to outsell Sega's brand new machine is an impressive indication of Nintendo's ability dazzle the gaming public.

Although it's encouraging to see the N64 competing so well against Sega's new machine, you can't help but wonder what Nintendo themselves

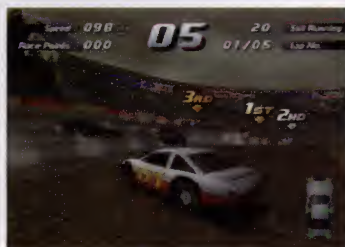


have up their sleeves for the next generation. The recent announcement that the President of Nintendo of Japan, Hiroshi Yamauchi, will be stepping down in June of 2001 may shed some light on the matter. He was previously rumoured to be waiting around to oversee the introduction of the 64DD but now that he intends to stay on for an extra year it seems highly likely that his departure will coincide with Nintendo's release of their new machine. The N64 was released in June of 1996, 18 months after the introduction of the Sony and Sega machines. Considering that Nintendo prefer to sit back and see what the competition can do before they make a move, a June 2001 release for the next machine seems quite likely. Expect some announcements at this year's E3 in May.

# DESTRUCTION DERBY BURNS OFF THE PSX FOR N64



In a surprising turn of events, Acclaim have scored the rights to Psygnosis' PlayStation title, Destruction Derby. This is a good thing though as Destruction Derby is one of the most enjoyable racing games to ever grace the Sony machine. People who have never played the game will be in for a shock because it's nothing like the scenic tours through the countryside on offer in other racing games. In Destruction Derby you're shoved right in the middle of hordes of other cars in a race that feels much more like an all-out brawl than anything else. The tracks themselves aren't that difficult because they're normally less than a kilometre in length. This game's difficulty comes from the competing cars because they will actively try to smash into you. Every smash you have breaks chunks off your car's body, so you can only survive a few before you have to pit. In order to win the races you have to keep out of the way of the other cars and try to knock them off the track or into other cars whenever you can. The game should benefit greatly from the N64's graphics and the new features promised look great.



## SHORT 'N' SWEET

### I KNOW WHO KILLED KENNY

Acclaim obviously know they're onto a good thing with their South Park license. After announcing last month that they were already planning to make a sequel to the first N64 game, Acclaim have shifted into high gear with the surprise news that they are also working on a third game due out around Christmas. Bring it on I say, the more South Park insanity the better.

In an unusual move, Acclaim have decided to make this version of the cartoon a trivia game so you can finally prove once and for all who the most knowledgeable South Park fans are. Personally, I can't wait to test my dedication to memorising Cartman's dialogue. Who could forget lines like "I have a nice body and I want to show it off. You got that?"

# Win a year's supply

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Shaun Fox, WA  
Ian Hansel, NSW  
Lisa Halfyard, VIC (resubscriber)  
Liam Poulton, VIC (resubscriber)  
Matthew & Dean Worley, VIC

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## Letter of the month

Winner of the letter of the month, Ben Hickson, picks up a Gamester N64 Rumble Steering Wheel. Keep those letters coming. Next month there's controllers and memory cards to be won.



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### BURY THE HATCHET....

Think back, if you will, to about 15 years ago. Games are at a creative high and a technological, well, low. Girls are wearing headbands and nobody's told them how dumb they look. Nobody's heard of Lara Croft but that Princess Leia sure is hot, ain't she? And a small black box called the VCR is storming the entertainment world. Through this format you can watch movies, previously only available at cinemas, in the privacy of your own home. Wow. But to cut a long story short, the technology, while being widespread and embraced wholeheartedly, was not used entirely for Disney channel purposes. There was a lot of controversy around the overly violent B-grade videos that immediately started to flood the market. Certain people would have you believe that those movies were completely devoid of any

merit and existed solely to glorify violence in the minds of the demented. If children saw them, it was said, they might become warped and lose their grip on morality and reality (*what nonsense, Robert watched nothing but horror movies as a kid and he's only killed three people - Ed*). How could video survive a test like this? Cut forward to now. Video, it is safe to say, has survived.

Battles are looming over misuse of a new entertainment market, that of videogames. Games like *Mortal Kombat*, *Doom* and *Duke Nukem 3D*, have fuelled debates about the danger posed by violent videogames. Many people complain about violent games being censored. But the fact is, we do need regulations. Remember the censorship debate? At its ridiculous height, this dark period in video game history saw *Mortal Kombat* on the Super Nintendo being purged of all its blood and gruesome bits. The ridiculous reasoning behind this

meant that you could kick someone in the gut 'till your foot came out the other side or freeze them and shatter them into little pieces, just so long as they didn't bleed. Gamers were disgusted. But now, when a different stance is taken (don't restrict game content, restrict the people it's available to), the same uproar is made. Forget it. You need regulations; the video game industry, in order to cement its position as a permanent part of modern entertainment culture, needs to reach an organised level of regulation. Videogaming as an entertainment medium, it's safe to say, won't go away soon. So we need to take steps to ensure that it is governed and watched over in a similar manner to the other entertainment media. The Mario and

Sonic generation is growing up and wants more mature games. This does not necessarily mean we need more violent games but merely that we need games which treat today's audience like the adults many of them are.

**BEN HICKSON**

*I agree that there needs to be some regulation when it comes to videogames. A lot of children play Nintendo games and noone could intelligently argue that there should be unrestricted access to any material. However, I think the current state of regulation is much too harsh. Turok 2 is probably the most violent game on the N64 and it has been restricted to people over the age of 15. This puts the same level of restriction on Turok 2 as a movie with a similar amount of violence would receive. The reason I think this is overly harsh is that games simply aren't realistic enough yet to have a persuasive effect on children's*

*behaviour. Compared with the level of realism in movies, the violence in Turok 2 has a 'cartoony' nature that noone would take seriously. Children look up to the action heroes they see in movies and would be much more likely to imitate the actions they see in a movie than to try to act like Turok or Mario. There is some subject matter that it would be inappropriate to place in a computer game for all ages, but the simulated violence in Turok 2 and other titles is a long way from the realism needed to make it believable. In the future when games start to approach the level of realism that we take for granted in movies, it will be fair to restrict them accordingly. Until then, I suspect videogames will be subject to overly harsh restrictions because of the public's ignorance and inexperience in dealing with this new medium.*



MY GOD, WHAT CAN I SAY!!

I work in the computer industry for a large whole-sale/distribution company so it usually takes a lot to get me "fired up" (don't let it get you down dude, they have Viagra for your problem - Ed). I get to play with all the new "toys" that come out, including hardware and software, but nothing could have prepared me for the arrival of ZELDA. This game (or should I say, life requirement) is simply amazing. I have not been at all impressed with most games that have been available for the N64 to date, but all that has changed. I'm getting up an hour earlier each morning to give myself extra time to explore, sorry play (and waiting to leave work at night is murder). It has become an absolute obsession. I find myself frequently looking on the Internet to see if there are any new bits of info available (Is this not sad?). I used to think when I read about you guys staying up 'till all hours playing Goldeneye, Diddy Kong racing etc. that you really should get a life, but I'm man enough to admit I too can now



Matthew thinks that Sony's success is due to its arcade games

say that my N64 has got me.

Nintendo, please keep releasing titles as amazing as Zelda. My faith has been restored.  
MATTHEW BENNETT  
*No lives? Us? What are you talking about? Why, it was just last week that Steve shaved off his beard and attended the annual Desperate and Dateless Ball. We recently congratulated Narayan for having his first conversation in months that wasn't conducted over the internet (he rang Telstra to complain that his phone line had been disconnected). As for Troy: he gets out of the house once a fortnight to attend his John Stamos Appreciation Society meetings. So as you can see, we all have pretty amazing social lives.*

ADVERTISING - MY ASS!

I am writing about Benny Charles' letter in the January issue. I must disagree with you when you say that the PlayStation's success is because it has a heavy advertising campaign and Nintendo doesn't. Nintendo have been spending a lot of money on advertising as well. Although it's slowed down a bit now, Nintendo did have lots of ads running in prime time TV, as well as sponsoring the last episode of Seinfeld. Nintendo is also the major sponsor of Video Hits. I'd say the reason the PlayStation is outselling Nintendo is because the N64 has virtually no arcade games. The PlayStation has games like Time Crisis, Point Blank, the Tekken series and a huge library of racing titles. The N64 just doesn't have enough of these sort of titles. The PlayStation has all these games as well as the sort of games that the N64 has making it more appealing to most people. The only real area where the N64 out-performs the PlayStation is with 3D platformers. Mario 64 and Banjo Kazooie are much better than the



Some people still prefer Goldeneye's gameplay over Turok 2's

PlayStation's Crash Bandicoot and Croc, but Nintendo need to get a greater variety of games if they want to outsell the Playstation.

MATTHEW McDONALD

*Nintendo may have spent quite a bit on advertising but the fact of the matter is, it's a drop in the ocean compared to the marketing blitz that Sony bombards the public with every day. This is not to say that advertising is the only reason for Sony's success. Their large library of arcade hits definitely contributes to their success. However, I think you drastically underestimate the Nintendo's strengths if you think 3D Platforming is the only genre in which the N64 dominates the market. What exactly does the PlayStation have in the 1st-Person Shooter category that competes with Goldeneye or Turok 2? Are you also going to try and say the PlayStation has a better RPG than Zelda? What about a 3D Shooter as good as Rogue Squadron or Lylat Wars? Yes, the PlayStation has its arcade Fighting and Racing games, but it doesn't have a lot else that's worth talking about. The recent news that Namco (responsible for most of PlayStation's arcade conversions) is no longer producing games for the machine will no doubt be a big blow to the PlayStation's success.*

TUROK 2 SUX!

I have just recently purchased a N64 and along with it I bought Goldeneye, Super Mario and Diddy Kong Racing. I would have to say that Goldeneye is the best damn game I have ever played! It's got everything, big guns, challenging gameplay and kick arse graphics. While I was in hospital recently, I needed some reading material to ease the boredom so I picked up a copy of N64 Gamer (Jan '99). I turned to the review of Turok 2, hoping for a first person shooter that would sur-

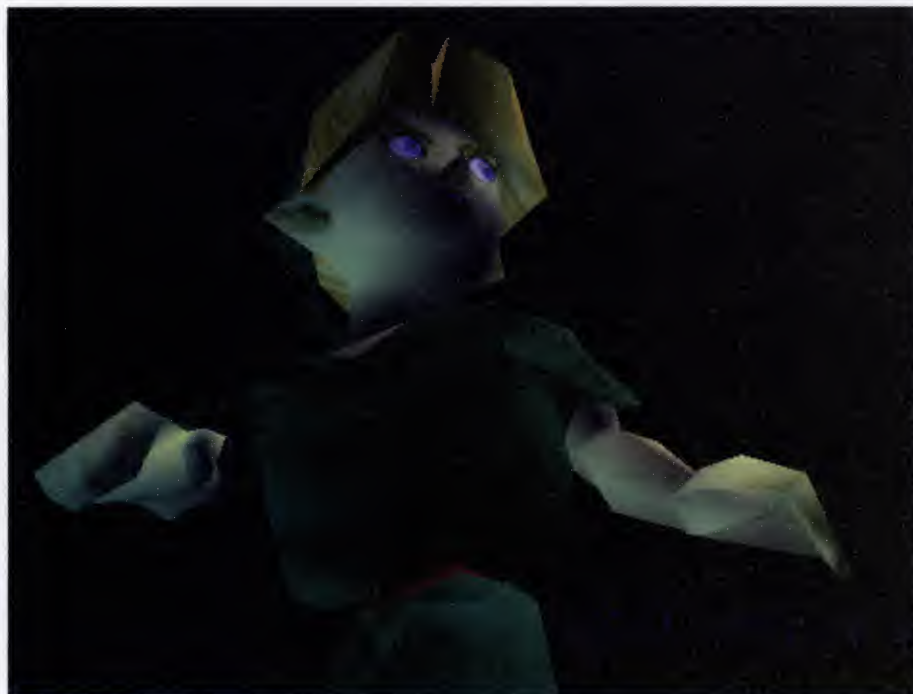
Write To Us:

If you have some questions about game releases, accessories, or just want to say something about N64, write in to N64 Gamer magazine at,  
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So, step to it with your ideas and thoughts.

We are also looking for reader art to fill these pages, so if you're looking to get your drawing skills shown off in our mag send your stuff into the above address and next issue we will print the best efforts!



The 'nude code' for Zelda - write in, and we'll tell you it's a joke



*Zelda is an incredible game that many readers feel deserved 10/10 - what do you think?*

pass Goldeneye. After reading the review I was convinced that Turok 2 would be that game, as the review stated that "the game beats Goldeneye in most respects" and the multi-player mode "leaves Goldeneye for dead". When I got out of hospital the first thing I did was to hire out Turok 2, ready to match it up to 007. Well, to say that I was disappointed would be an

understatement. OK, the one player mode was good, and I did jump when the first dinosaur leapt out at me, but other than that I was pissed off. The levels in Turok 2 aren't as fun and challenging as Goldeneye's, and the weapons (although some are cool) don't match up to those in Goldeneye. The multiplayer mode does not leave Goldeneye for dead, it's &?!#\*^\$ dead itself. After playing

Goldeneye with my brother and his mate, I put on Turok 2 and it came nowhere near to the fun and challenge that Goldeneye offers. Now I don't know how many people would agree with me, obviously you guys don't, but Goldeneye beats Turok 2 in every way and that's the bottom line. I guess I'll have to wait for Perfect Dark.

CHRIS CARROLL

*Turok 2 sure has stirred up a lot of mixed emotions. Half of you seem disappointed that we didn't give it 10/10 and the other half, like you, seem to think the game is highly disappointing. We even argued amongst ourselves. The office hasn't been this divided since Ginger Spice left the Spice Girls. Troy and I have had to repeatedly slap Steve and Jack around for their view that Turok 2 is the best. (Hey, they're both great games and everyone is entitled to their own opinions - Steve). (so long as it's Goldeneye - Narayan).*

**RIPPED OFF!**

This letter is in regard to the score you gave Zelda.

I think it is unfair that you gave Zelda a 9.5. At the start of the review you said it was "arguably the greatest Nintendo game ever", yet it doesn't get a perfect score? (*Do you know what 'arguably' means? - Ed.*) At the end of the review you stated that the reason it didn't get a 10 was because it doesn't appeal to as many people as Mario does. But I don't buy that. If there is any one game which deserves a 10 it is Zelda. The attention to detail is stunning, the ingenuity in the design of the dungeons incredible, and the puzzles - while straightforward and logical, are original and challenging. Mario may have appealed to the younger age group because of its simple arcade type gameplay but I think that Zelda is appreciated more by the older age group because of its depth, thoughtful gameplay and realism. I won't say if it is better than Mario, everybody will have their own opinion on that, but Zelda is so good it is worth buying a N64 just to get it.

WAL KUBICKI

*Whatevrrrrrr.... I'm sick of arguing about game scores.*

**DEVELOPERS ARE STUPID!**

I just wanted to write in and talk about those developers that make crappy games, that either just plain suck ass, or have faults that prevent the title from becoming anything worthwhile. Why the hell would they put something in a game, that people just hate, or restrict the player from doing something that would be great fun (*because not all developers have a brain in their heads... Duh - Ed.*) I don't want to hear any

crap about the limitation or cost of cartridges - look at Turok 2, Zelda and Goldeneye. They had no problems becoming excellent games, not to say they didn't have their faults. If you haven't quite understood what I'm trying to say, let me give you an example: Mission Impossible, if you do anything wrong (like shoot someone) you get arrested! I don't know about you, but this just pisses me off. Another example: Turok 2 (I know this is a great game, but just bear with me), Why the hell did they only put in 8 guns for multi-player game? Imagine using the PFM-layer in a 4-player death-match! And what happened to the good-old pistol or magnum? What were they thinking when they did this? I can understand that maybe some companies might know nothing about games and just thought that it would be an easy way to make money. Iguana, Rare, and Nintendo themselves should know better. When Nintendo made Lylat Wars, as if they, of all people, shouldn't know that everyone would hate playing a 2-player game on a 4-player split screen! Anyway I'm going to stop babbling over this and ask a few questions... All on Turok 2:

1. I'm kinda disappointed about the death-match in Turok 2, mainly about the lack of weapons, but I read in NMS that there were certain items you could get. The 'curse of the frog', which turns everyone into hapless frogs and another one which makes everybody move really slowly. None of these are there! What the hell's going on?

## MAIL BONDING

*"Hi. I accidentally bought your magazine instead of my usual publication last month... I was disappointed with the centre-fold."* — **BILLY, NSW**

*"Troy, how long have you been pumping iron dude?"* — **JACK, QUEENSLAND**

*"Warning!!!!!! There are too many exclamation marks!!!!!!!! In this quote????!!!!!!!"* — **HUE JARSE**

*"Tell Robert that his identity has been discovered. I saw him in Target the other day buying a copy of Bust-a-Groove (Traitor)."* — **E.T., NSW**

*"This quote is misspelte!"* — **NARAYAN**

NMS also said that if you didn't have enough friends around, you could have computer players (called 'BOTS') in the death-match. But you can't do this either. What's the story?

2. I've noticed that in your screen shot (from issue 12-mail), you were playing a 4-player deathmatch on the 'Port of Adia'. There were 4 Turok's and an Endtrail! This equals 5 characters! First of all, how the hell were you playing on the Port of Adia (1st level in the game)? And second, why were there 5 characters in a 4-player game?!

JOHNNY, S.A

The problems with games you have mentioned do seem stupid when you think about them, but this doesn't mean the developers knew that gamers wouldn't like these features. It just means they didn't give enough thought to the matter, or the people looking at them simply had bad taste.

1. Is it that hard to figure out what the story is? NMS reviewed a totally incomplete version of the game and as such were not able to give an accurate representation of the game.

2. How was I playing a multi-player game on the first level



The four-player co-operative mode was unfortunately not included in the final game

with five characters? Well, I could say that I was using the 'Cooperative mode cheat' and if you write in we may send it to you, but given the huge amount of people that didn't understand the 'Nude Code' was a joke, I think that would be a bit slack of me. In truth, the game I used for the review was one of Acclaim's development cartridges that had a lot of cheats built into it. One of which was a level select for the multiplayer mode. This effectively meant that you could go through the game with four players. Using

team tactics like getting someone to stun a dinosaur with a Taser while the other three ripped into him with Assault Rifles was great fun. Unfortunately, Acclaim didn't include this mode in the finished game. I guess this is another example of developers not including the kinds of options that we would love to see. We can only hope that there is a cheat for a co-operative code in the game somewhere because it was great fun.

#### KIWI QUESTIONS

Hey I'm another Kiwi reader. Yeah, that's right, a New Zealander, and stop laughing! I've heard almost all the Kiwi jokes.... (There was this Aussie guy driving through New Zealand when he saw a guy in a paddock showing his love for sheep. He stopped the car, went up to him and said: "In Australia we shear our sheep". The New Zealander said "I'm not shearing this with any one..." - couldn't resist.. - Ed.)

So down to business:

1) Does Mithra like chewing on that cage of his? Because he's showed up in three photos doing the same thing every time.

we take some photos of it because he looked 'so cool'. Even after we'd finished the photos, he wouldn't leave. He just stayed there with his face in the fence. That's why you haven't seen him in the mag for a few months. Occasionally we say hi to him as we walk passed on our way to work, but basically we just pretend we don't know him anymore.

2. Well, I could send you a South Park game..... But I'm not going to.

#### THE LORD'S PRAYER

Our Father, in front of the TV, hallowed be your name, Your games will come, your will be done, On screen, as it is in N64 Gamer, Give us today our daily Goldeneye battle, And forgive us for playing Dual Heroes, As we forgive those who created it, Lead us not to PlayStation, and deliver us from Saturn, For the games, our TV, and our lives are yours, Now and until Nintendo's 128-bit console arrives, In the name of the Lord N64 Gamer, Amen

JUSTIN SANE

Go in peace my children.



Mithra has become very attached to his favourite fence

## TOP FIVE

1. Zelda 64
2. Turok 2
3. Goldeneye
4. Banjo-Kazooie
5. Mario Kart

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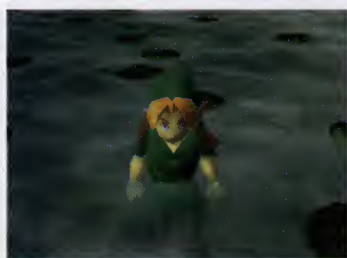
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# MR. BAD ASS

Mr. Bad Ass is a 250 pound mass of muscle who lives to play games and there's nothing he hasn't conquered. So if you're stuck in any game then send your problem in and we guarantee that Mr. Bad Ass will be hard enough to help you out! Also, send in any secrets or glitches that you discover yourself and anyone that manages to impress Mr. Bad Ass will score a free game.



## ZELDA SECRETS



### Q. THE BIG FISH

I'm writing to tell you about a giant fish I caught in the fishing pond at Lake Hylia. It's called the Hyrule Loach and weighs 30 pounds. To catch it you first have to find the 'Sinking Lure'. This is a special lure than can be found in two or more places: on or around the big log in the pond or amongst a cluster of three rocks. It appears to be placed randomly, so you'll have to try both places. Once you have snagged this lure you

will have to be very patient. You will have to wait until sunrise for the fish to appear. Wait around the lily pads and eventually you'll see the fish swim into view. It looks like a long eel. It will also help if you have the iron boots so that you can look under water for the big fish. After you find him use the z-targeting on the fish and then cast the lure. Move the lure around a bit and then reel him in when he bites. The owner of the fish will now tell you about the fish. Unfortunately, the fish doesn't

count as a record because it's an endangered species but it's cool to check out anyway.

Charles Passmore, NSW

>> Mr. Ass

Well, going fishing is a bit of a wussy thing to do, but hey, I didn't know about it so I'll have to arm wrestle the guy at Acclaim for another copy of Turok 2. I just hope his arm is out of the cast from the last copy I got off him.

## FUN WITH SKULLTULAS

Look for some of the bugs that you see crawling around. Now use one of your empty bottles to catch some bugs. Look for one of the soft bits of soil (the brown squares) and empty the bugs out here. They will crawl into the hole and a golden Skulltula will pop out. Also if you do your attack roll into some of the trees a Skulltula will drop down. You have to collect a hundred in total.

Ashley Murrel

## MARIO KART SHORT-CUTS

### DONKEY KONG JUNGLE PARKWAY

To skip laps, you have to jump over the wall to your left (after you exit the tunnel just before the starting line). If you go too far left then it will not work and you will fall back into the tunnel. If you go too far to the right, you will fall and get pounded by coconuts. If you want the trick to work then you have to fall into the space behind the wall. If Lakitu picks you up and drops you in the tunnel then it has worked.

Emonn Lanagan

### FRAPPE SNOW-LAND TRACK

Right at the start of the race, turn around and drive back across the bridge. Once you get to the other side, turn around again and drive back across the bridge. When you get to the end of the bridge, make a sharp right and jump over the little bit of road. Keep going right and aim between the two trees. The guy on the cloud will pick you up and take you back to the track. Now just cross the starting line to count the trick as an extra lap.

Matt Bell, VIC

>> Mr. Ass

Mario Kart may be a bit old but I figure you guys are probably such pussies that you haven't found all the shortcuts yet. There are shortcuts like these on most tracks so if you need some more then write in and, I'll laugh my ass off at you.

## TUROK 2 MADNESS GLITCHES AND TACTICS

Put on the 'all weapons' and 'infinite ammo' cheats (look in the back of the mag) for this glitch.

1. When facing the final boss (Primagen) fire approximately 60 regular arrows into the boss. When he is killed, Turok should have heaps of arrows sticking through him in the death sequence.

2. This trick works for both single and multiplayer modes but is more useful in multiplayer. Pull up the Cerebral Bore and hold the trigger.

Now even if the bore gets a lock for only a split second the bore

will fire off. This is very useful as sometimes you don't have time to get a proper lock.

Adrian and Scott QLD.

## MULTIPLAYER FUN

Here's a glitch I found for Turok 2's multiplayer for Mr. Bad Ass. If you are killed by a rocket or grenade launcher when you are next to a teleport, and are blown back into the teleport, you will come back to life on the other side of the teleport, but, with zero health. Unless



you collect more health you'll never die, but occasionally a 'killed by a player' will come up. A great tactic for team blood.

J Peterson

>> Mr. Ass

Turok 2 is my sort of game: lots of guns and lots of blood.

## "Sweeeeet"

Due to the overwhelming popularity of last month's competition, Acclaim have given us another 4 COPIES OF SOUTH PARK to hand out. For a chance to win all you need to do is answer this simple question:

*"What is the name of Cartman's pig?"*

Put your answer on the back of an envelope and send it in to:

### Fluffy Comp

N64 Gamer

78 Renwick St, Redfern. NSW. 2016

## Good Vibrations

Bayform have delivered the goods by giving up an amazing 50 RUMBLE SHOCK MEMORY PACKS. For a chance to win answer this simple question:

*"What noise does a cow make?"*

Put your answer on the back of an envelope and send it in to:

### Cow Comp

N64 Gamer

78 Renwick St, Redfern. NSW. 2016



## Yeah, I Want a Free Game

To win A FREE GAME OF YOUR CHOICE

*simply tell us in, five words or less, why you should be given a free game. The funniest response will win.*

Put your answer on the back of an envelope and send it in to:

### Free Game Comp

N64 Gamer

78 Renwick St, Redfern. NSW. 2016

## Winners

### Forsaken

Ashley  
Baskerville  
Jon Reeves  
Ewen Long  
Matt Sandler

### Jurassic Park

Kyle Nicholas  
Charles  
Searles  
Jonathon  
Korad  
Russell  
Andrews  
Levi Duncan  
John Boer  
Paul Michelin  
Michael Gurr  
James Tootell  
Clayton Elliot

### Starshot

Steven Nutley  
Michael Lamb  
Julian Nikiel  
Mark Baker

### Zelda

Dwayne Castro  
Matthew  
Pisconeri  
Evan Bassani  
Aidan Waszaj

### Star Trek

Mitchell  
Dowling  
Andrew White  
Travis Hole  
J D Leonard  
Thomas Young

### Goldeneye

1st Tom Moore.  
4.31  
2nd Glenn  
Williams 5.06



## Is it Cold in Here?

To celebrate the release of their new snowboarding game, Playcorp have dished up 4 COPIES OF TWISTED EDGE SNOWBOARDING. For a chance to win, answer this question:

*"What season has the coldest weather?"*

Put your answer on the back of an envelope and send it in to:

### Twisted Edge Comp

N64 Gamer

78 Renwick St, Redfern. NSW. 2016

Please note that comps will run over 1 month from the magazine's date of sale. Winners will be published two issues after the comp has been announced.

ALL COMPETITIONS CLOSE ON THE 10th APRIL

# Smash Bros

PUBLISHER: NINTENDO  
CATEGORY: FIGHTING

AVAILABLE: MAY  
PLAYERS: 1-4



NINTENDO'S GREATEST TALENT LIES in the way they can look beyond the established videogame genres to produce something that's utterly unique and thoroughly entertaining. Super Nintendo game's like Pilotwings, Mario Kart and Lylat Wars, broke new ground in every area and were imitated by many games developers. While the N64 games from Nintendo have been great so far, there has been a bit of a lack of this sort of originality. For the most part Nintendo's in-house N64 titles have been sequels to established classics. Smash Bros marks a return to the sort of mouldbreaking gameplay that made them famous.

Fighting games have been around for a long time but what makes Smash Bros so special is that it throws four players onto the screen in an all-out brawl for victory. There are no life bars in this game. All the players are placed on a small environment miles up in the sky. The aim is to score as many points from attacks against your opponents as possible. Knocking your fellow players off the platforms will also give you a great advantage, since it means they lose all their accumulated points.

All of your Nintendo favourites like Mario, Link and Donkey Kong are available for you to pound each other with. Now you can finally settle those arguments about who would win in a fight between Mario and Link. It's just a pity that Sonic and Crash Bandicoot aren't offered as punching bags.

Each one of the characters has over 15 unique moves that are based on their individual Nintendo games. Yoshi can use his tongue to grab enemies and turn them into eggs and Link can use his famous whirlwind attack. To add a bit of variety to the action, there are bonus weapons constantly falling into the fighting arenas. You can get your hands on things like bombs, magic potions and even a lightsaber to carve through your opponents.

In the single player game, as well as having to fight against single opponents, there will be bouts where you have to take on three computer opponents at once. This can make it very hard to keep on top of things but at least it keeps the action interesting. There are even some fights, like the one against Yoshi and his pals, where you have to kill over 20 opponents before you can move on to the next area. There are four hidden characters that can be opened up by completing the game on various difficulty levels. However, once you've done that, there's not a lot of interest in the single player game. Smash Bros is all about multiplayer gameplay, and if you want to have a quick dose of fun when your mates come around, nothing's more fun than slapping their butts all over the screen.







## LINK

Everyone's favourite Robin Hood impersonator is Nintendo's current golden boy. He's been resting up with Princess Zelda since defeating Ganon in his latest adventure but now he's ready to kick some butt.



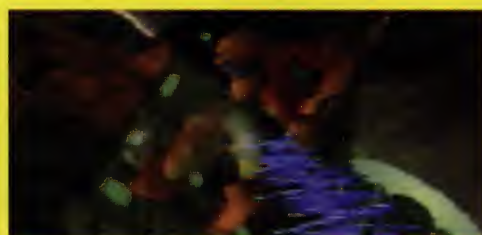
## YOSHI

Yoshi's been getting a tad uppity, ever since he starred in his own game. This is your chance to show him what you think of his cutesy theme song, or take control of him and lick your opponents to death.



## PIKACHU

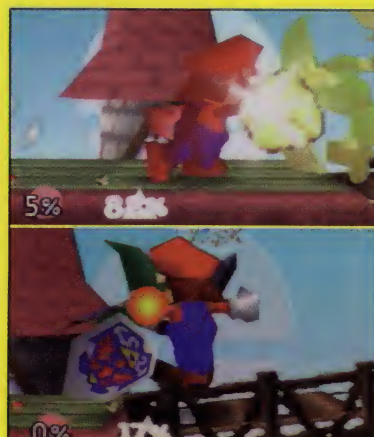
If you're tired of Pokémon's turn based fighting system, this is your chance to pound Pikachu in real time. He uses all his training to defend himself, but I suggest teaming up, to make him pay.



## SAMUS

Making his 64 bit debut, the hero of the SNES game, Super Metroid, is custom built to annihilate his opponents. Hopefully he'll be starring in his own game soon. Bring it on, Baby!





DAMAGE: 009%  
COMBO: 06



## MARIO

Mario is Miyamoto's number one guy, despite awful dress sense and being a bit porky. This is your chance to take control of the short plumber and tear into his enemies the way platform games have never allowed.



DAMAGE: 010%  
COMBO: 01



## DONKEY KONG

Ever since Mario defeated him in his first arcade game, Donkey Kong has been aching for revenge. He is by far the largest character in the game and uses his size to his advantage.



DAMAGE: 000%  
COMBO: 00



## KIRBY

If you've ever wanted to play a fighting game as a beachball this is as close as you're going to get. Despite his, apparently useless shape, Kirby's a versatile all-rounder who's ready to rumble.



DAMAGE: 004%  
COMBO: 01



## FOX

After piloting his way to success in Lylat Wars, Fox has decided to climb out of the cockpit and test his butt-kicking skills. To say that he is out of his depth, against the likes of Donkey Kong, is an exaggeration.

## Quake 2

PUBLISHER: **GT INTERACTIVE** AVAILABLE: **MAY**  
 CATEGORY: **1ST-PERSON SHOOTER** PLAYERS: **1 - 4**

THE QUAKE SERIES of games are recognised as being amongst the best 1st-person shooters available on any platform. Id software were responsible for the explosion in popularity of the genre when they released the original Doom. Quake arrived shortly after and made a number of improvements. Quake 2 has been enjoyed for a while now by PC owners and it will finally be available for N64 owners later this year. The team that was responsible for the Nintendo versions of Doom and Quake is busily adding the final touches to Quake 2. The most important aspect of Quake 2 will be the four player deathmatch mode that was annoyingly absent from their earlier games. Those of you who played the first Quake game on the N64 will know that it suffered from jerky animations and a low frame rate. To prevent similar problems, the game has been delayed an extra three months so that the multiplayer mode will be vastly improved. Goldeneye and Turok 2 have shown how much fun split-screen blast fests can be.

While the multiplayer section is greatly anticipated, it is only a small part of the game. The one player game will have over thirty different levels to keep you up, night after night, slaying cyborg butt. All the levels from the PC will be included, as well as a few exclusive to the N64.

The storyline has you taking the role of a marine whose job is to defend Earth from an invading race known as "the Strogg". The Strogg are similar to "The Borg" from Star Trek. They're after humans for body parts that they can be use as parts of their cyborg creations. Your mission involves landing on the Strogg's home planet and using your military training and arsenal of weapons to wipe out Earth's invaders at their source. Needless to say, Quake 2 is not a cutesy game for the kiddies. The environs are beautifully grim, capturing the feel of a world dedicated to war. Most Strogg interior decorators have gone with the "decrepit, blood splattered walls" look to make you feel right at home. You can help them out by spraying some more alien brains about.

Some levels do include mission objectives, such as finding hidden keys or rescuing prisoners. There are eleven different weapons, of varying destructive capabilities, starting with the tiny Blaster Gun all the way up to the BFG. (No points for figuring out what the "F", in between "big" and "gun" stands for). It's not known whether the hi-res mode will be used but hopefully the programmers will take advantage of the 4Mb Ram pak. There are no time outs on the homeworld of the Strogg. Only the strong survive.



## Hybrid Heaven

PUBLISHER: GT INTERACTIVE AVAILABLE: JULY  
CATEGORY: RPG PLAYERS: 1

THE NINTENDO 64 is definitely lacking quality games in some genres. Sure, *Zelda* is a brilliant role playing adventure but there are hardly any others worth looking at. Konami's release of *Hybrid Heaven* will go a long way to fixing this problem. Hybrid's game-play is less action/adventure than *Zelda* and more like Square's PlayStation games, *Final Fantasy 7* and *Parasite Eve*. The 3D environs capture the atmosphere of the decrepit, near future, city as well as any pre-apocalyptic movie ever has. You play the part of Diaz, the amnesiac star, who must uncover the conspiracy taking place under the city's streets. The long, real-time cinema sequences introduce the premise for the game. The President, of the US of A, has been kidnapped by an underground group of extra-terrestrials. And government officials are behaving stranger than usual.

The story picks up with Diaz having just shot dead a secret service agent. Diaz looks around the, beautifully rendered, subway tunnel, unable to recall what events led him here. Two black clad men grab Diaz and start to lead him away. Feeling disorientated, he does a runner into the tunnels, losing his way in the subway labyrinth. It's here that he stumbles onto a race of hybrids created by splicing human and some other, unknown, DNA. The game-play involves exploring eleven levels, which are broken up into smaller sub-sections. You need to find passwords, and computers to enter them into, so that you may gain access to new areas.

The battle sequences involve, standard RPG, turn-based fighting, similar to *Final Fantasy 7* or the *Pokemon* games. A menu screen appears, displaying your many options for attacking your opponents. These include various hits, throws and weapon attacks (if you've acquired any). A similar menu, with defensive options, appears when you're attacked. After each selection a 3D animation sequence shows you and the enemy going through the motions of the fight. The basic camera angle used is a third person perspective similar to the style used in *Zelda*. Diaz can move more freely, throughout the levels, than in other RPGs.

It's not known yet if it will take advantage of the Ram pak for hi-res graphics but the game already uses a variety of detailed textures and real-time lighting to create a very believable world. The game's main strength is in its moody storyline that slowly unfolds through a series of atmospheric cut-scenes. It's good to see a developer making some of the most unique games for the N64, rather than playing it safe by making clones of popular games for already oversupplied genres. The dark *Bladerunner* styling of the game will keep older Nintendo owners, who have been screaming out for more adult themed titles, happy.



## All Star Baseball 2000

PUBLISHER: **ACCLAIM**    AVAILABLE: **JUNE**  
 CATEGORY: **BASEBALL**    PLAYERS: **1-4**

ALL STAR BASEBALL is possibly the best baseball game ever, on any system. So saying that its sequel, All Star Baseball 2000, is going to be the best sports release of 1999 is a fairly safe assumption. '99 had enough gameplay, to feed the appetite of the most ravenous sports fanatic, but also appealed to the most rank of amateurs. All Star Baseball 2000 has used this as the starting point and taken it to the next level. If these improvements were laxatives, you'd have to set the N64 up in your bathroom to play. '99 was one of the first titles to take advantage of the hi-res mode, and by using soft-skin polygons, some of the most realistic-looking characters were created.

Seven hundred individual players, from the MBPLA, are now selectable, with over one hundred individual batter stances. Each player is instantly recognisable because their faces have been textured onto the polygon characters. The batting swings have been motion captured from the real players and the artificial intelligence simulates the players' actual capabilities. All thirty Major League Baseball teams and stadiums have been included. If merchandising's your thing you can pick the stadium with your favourite billboards. John Sterling and Michael Kay have returned to commentate the plays, with over fifteen hundred calls to stroke your ego, if you're winning, or remind you of how crap you are if you're losing. The multiple camera angles are all here, but now they can be used for gratuitous grandstanding thanks to the new instant replay. Nothing beats making your friend watch a crushing replay as you do victory laps around the room.

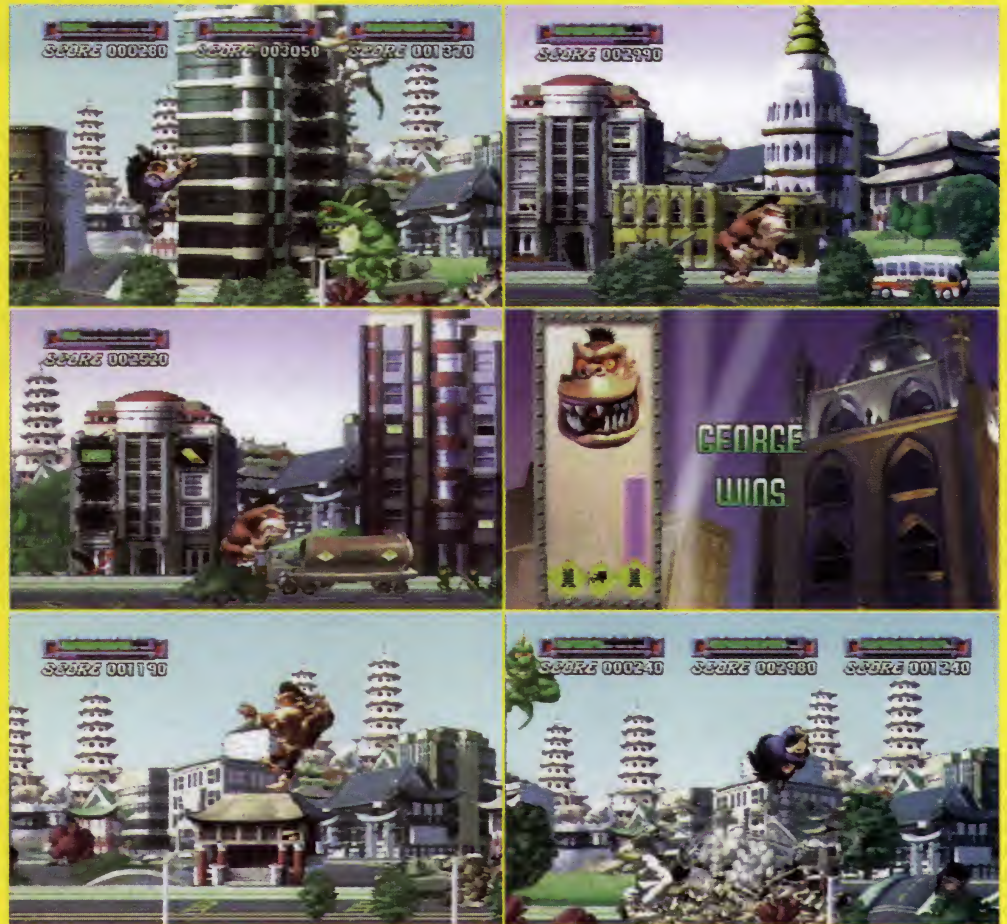
The game has different modes of play, catering for players who want to stick in a couple of pads and smack the ball around, as well as having the option to play the entire 1999 Major League season. Players can be traded and brought up from minor teams. All statistics for pitcher/batter confrontations are recorded and shown on screen as you step up to the plate. In all, over three hundred different categories of statistics are recorded, and made accessible, to create an overall baseball playing and managing experience. Scouting reports, from two-time Word Series Champion, Derek Jeter, who also endorses the game, are included, to help with trading choices. If the seven hundred programmed characters aren't to your liking, a "create-a-player" function has been included. Iguana always lead the way when it comes to pushing the N64 to its limits. They were the first to use the hi-res option and now all of their future releases are compatible with the Ram pak expansion.



## Rampage: Universal Tour

PUBLISHER: MIDWAY AVAILABLE: MAY  
CATEGORY: ACTION PLAYERS: 1-3

IF GAMES WHICH HAVE YOU killing a few aliens or massacring dinosaurs are too wussy for you, perhaps Rampage: Universal Tour will be to your liking. Destruction of skyscrapers is just the beginning. Rampage was originally a three player arcade game which made its debut over a decade ago. This latest game takes up where last year's Rampage: World Tour, for the N64 left off. You take control of one of seven giant monsters whose aim is to destroy everything in sight. The three original monsters, Lizzie the Lizard, Ralph the Werewolf and George the King Kong Klone, have been included, along with four all new characters. The new characters are a rat, an alien, a rhino and a lobster. Midway promises much improved graphics and gameplay options. There are over a hundred new cities to trash and thousands of innocent people to eat. Retro gamers will appreciate that Rampage is one of the few games series' to stay faithful to the original gameplay but the rest of us may not be quite as excited about it.



## Lego Racers

PUBLISHER: LEGO MEDIA AVAILABLE: SEPT  
CATEGORY: RACING PLAYERS: 1-2

VIDEO GAMES ARE DEFINITELY THE TOY of the nineties. Makers of more traditional toys aren't being left behind, though. They're licensing games developers to make video games of their toys. In recent months we've seen Penny Racers and Micro Machines make debuts on the N64. Lego is the latest to make the jump from the physical world, to the virtual one. For those of you who have never played with Lego (is there anyone?), Lego are plastic blocks which fit together to create lots of different things, such as, cars, spaceships, castles and pirate ships. Because you have the option to make your own creations to play with, the possibilities of what you can come up with are limited only by your imagination. The options for translating this into a video game were fairly open, so High Voltage decided to go with a racing theme. There are twelve different tracks to race, which encompass the various themes used in lego, including space, town, pirates and, my personal favourite, castle. The backgrounds are excellent renderings of actual lego sets. The cars, and little characters driving them, look like they've been taken straight from the packet.

# FUTURE RELEASES ↓

Below is a detailed listing of up and coming titles for the Nintendo 64:

TITLE:	CATEGORY	DATE
Snowboard Kids 2	Racing	April
V-Rally Edition '99	Driving	April
Beetle Adventure Racing	Driving	April
Rat Attack	3D platform	May
Smash Brothers	Fighting	May
California Speed	Racing	May
Blades of Steel '99	Sports	May
Triple Play 2000	Sports	May
Bottom of the Ninth	Sports	June
Rampage: Universal Tour	Fighting	June
NBA In the Zone '99	Sports	June
Tonic Trouble	3D Platform	June
Quake 2	3D shooter	June
Fighting Force 64	Fighting	June
Rayman 2	Platform	June
Carmageddon 64	Driving	June
Star Wars: Pod Racer	Racing	June
Superman	3D Flying	June
Gauntlet Legends	Fighting	June
Duke Nukem: Zero Hour	3D Shooter	June
WWF Attitude	Sports	June
Ken Griffey Baseball 2	Sports	June

TITLE:	PUBLISHER	GENRE
4x4 Mud Monsters	(Take 2/GOD/Edge of Reality/Terminal Reality)	Driving
Acclaim Sports Soccer	(Acclaim/Probe)	Soccer
Aces of the UN	(Video Systems USA/Paradigm)	Flight sim
Air Racer	(SCGT)	Driving
All-Star Tennis '99	(Ubi Soft/Smart Dog)	Tennis
Animaniacs Ten Pin Alley	(ASC Games)	Sports
Army Men 3D	(3DO)	Strategy
Asteroids 64	(Crave/Activision)	3D Shooter
Attack!	(DMA Design)	3D Shooting
Banjo-Toonie	(Rare)	3D Platform
Batman 64	(Ubi Soft)	3D Platform
Battlesport II	(Cyclone studios)	Fighting/sports
Battletanx 2	(3DO)	3D Shooting
Battlezone 64	(Crave/Activision)	3D Shooter
Bio Tetriz	(Amtek)	Puzzle
Blitz 2000	(Midway)	Sports
Blues Brothers 2000	(Titus)	Action
Bomberman 3	(Hudson)	3D Platform
Caesar's Palace	(Crave/Lobotomy)	Gambling
Chameleon Twist 2	(Sunsoft/Japan System Supply)	3D Platform
Charlie's Blast Challenge	(Kemco)	Unknown
Command and Conquer 3D	(Westwood Studios)	Real Time Strategy
Daikatana	(Ion Storm)	RPG/shooter
Deadly Arts	(Konami)	3D Fighter
Destreger	(Koei)	Unknown
Destruction Derby 64	(Psygnosis)	Driving
DethCarz	(GT Interactive/Beam)	Driving
Dezaemon 3D	(Athena)	Shoot 'em up construction kit
Dragon Storm	(MGM/Interactive Studios)	RPG
Duck Dodgers in the 3rd 1/2 Dementia	(Infogrames/Paradigm)	3D Platform
Duke Nukem	(GT Interactive/Eurocom)	3D shooter
Earthworm Jim 3D	(Interplay/Vis Interactive)	3D Platform
Emperor of the Jungle	(Nintendo)	3D Platform
Evangelion 64	(Anime)	Unknown
Exhumed 64	(Crave/Lobotomy)	3D shooter
Extreme-G 2	(Acclaim/Probe)	Driving
Fi '98	(Psygnosis)	Driving
Fi Driving '98	(Ubi Soft)	Driving
Fighting Force 64	(Eidos/Core)	3D Fighting
Flying Dragon	(Natsume/Culture Brain)	Fighting
Fox Sports College Hoops '99	(Fox Sports/Z-Axis)	Basketball
F-Zero X Expansion Set	(Nintendo) 64DD	Driving
Gex 3: Deep Cover	(GT Interactive)	3D Platform
Ghoul'n'Ghosts 64	(Capcom)	3D Platform
Glover	(Hasbro/Interactive Studios)	3D Platform
Groundwave	(Cyclone Studios)	Unknown
GT Racing	(Midway/Boss Game Studios)	Driving
GT World Tour	(Midway/Boss Game Studios)	Driving
Half Life	(Valve)	3D Shooter
Harrier 2000	(Video Systems USA/Paradigm)	Flight Sim
Harvest Moon 64	(Natsume)	Adventure
Hercules: Legendary Journeys	(Titus)	3D Platform
Hybrid Heaven	(Konami)	3D Platform
Hype -- A Time Quest	(Ubisoft/Playmobil)	RPG
International Superstar Soccer '98	(Konami/Major A)	Soccer
In-Fisherman Bass Hunter 64	(Take 2)	Fishing
Jeff Gordon Racing	(ASC Games)	Driving
Jest	(Ocean/Curved Logic)	3D Platform
Jet Force Gemini	(Rare)	3D Platform
Jungle Bots	(Titus/Conceptual Realities)	3D Platform
Kemco Racer	(Microwares/Kemco)	Driving
Kirby 64	(Nintendo)	3D Platform
Knife Edge	(Kemco/Software Creations)	3D Fighting
Last Legion UX	(Mindscape/Hudson)	Mech Fighting
Legend of the River King 64	(Natsume/Pack-In)	Fishing RPG

TITLE:	PUBLISHER	GENRE
Lego Racers	(Lego Media/High Voltage)	Driving
Lode Runner 64	(Big Bang)	3D Platform
Looney Tunes: Space Race	(Ocean/Infogrames)	Arcade cartoon action
Madden NFL '99	(EA Sports)	American Football
Magic the Gathering: Armageddon	(Acclaim)	RPG
Mario 64 2	(Nintendo) 64DD	3D Platform
Mario Artist: Picture Maker	(Nintendo) 64DD	Art Programme
Mario Artist: Polygon Maker	(Nintendo) 64DD	Art Programme
Mario Artist: Sound Maker	(Nintendo) 64DD	Art Programme
Mario Artist: Talent Maker	(Nintendo) 64DD	Art Programme
Mega Man 64	(Capcom)	3D Platform
Mini Racers	(Nintendo)	Driving
MLB Featuring Ken Griffey, Jr.	(Nintendo)	Baseball
Momster Truck Madness	(Microsoft)	Driving
Mortal Kombat Special Forces	(Midway)	Fighting
NBA Fastbreak 64	(Midway)	Basketball
NBA In the Zone '99	(Konami)	Basketball
NBA Jam '99	(Acclaim/Iguana West)	Basketball
NBA Live '99	(EA Sports)	Basketball
Need for Speed 64	(EA/Paradigm)	Driving
NFL Blitz '98	(Midway)	American Football
NFL Madden '99	(EA Sports)	American Football
NHL '99	(EA Sports)	Hockey
Nightmare Creatures 2	(Activision/Kalisto)	3D Platform
Nuclear Strike	(THQ/DT Productions)	Arcade flight action
ODT	(Psygnosis)	3D Shooter
Off-Road Challenge 2	(Midway)	Driving
Perfect Dark	(Nintendo/Rare)	3D Shooter
Pokemon Challenge	(Nintendo)	Unknown
Pocket Monster snap	(Nintendo) 64DD	Pictures etc.
Powerslide	(Emergent)	Driving
Project Cairo	(Crave Entertainment) 64DD	Unknown
Quest 64	(THQ/Imagineer)	3D Platform
Quest for Camelot	(Titus)	RPG
Rainbow 6	(Red Storm)	3D Shooter
Rally Masters	(Grenlin)	Driving
Rat Attack	(Mindscape/Pure)	Cartoon arcade adventure
Rev Limit	(Seta)	Driving
Re-Volt	(Acclaim/Probe)	Unknown
Resident Evil 64	(Capcom)	3D Platform
Road Rash 64	(THQ/DT Productions)	Driving/Action
Roadsters '98	(Titus)	Driving
Robotech: Crystal Dreams	(Gameltek)	Mech fighting
Rollerball	(MGM Interactive)	Sports
Ronaldo Soccer	(Ocean)	Soccer
Rugrats	(THQ)	3D Platform
Get Ready 2 Rumble	(Midway)	Fighting
Seasame Street	(NewKid co)	Unknown
Shadowgate -- Trial of the Four Towers	(Kemco)	Unknown
Shadow Man	(Acclaim/Iguana UK)	3D Platform/3D shooter
Sim City 64	(Nintendo) 64DD	City construction sim
SimCopter 64	(Maxis)	Flight sim
Smurfs 64	(Infogrames)	3D Platform
Snowspeeder	(Imagineer)	Driving
Soccer 64	(Hudson)	Soccer
South Park Board Game	(Acclaim)	Board Game
Space Circus	(Ocean/Infogrames)	3D Platform
Space Bunnies Must Die	(Take 2/Ripcord)	3D Platform
Spooky	(ICE)	3D Platform
StarCraft	(Nintendo/Blizzard)	2D Strategy
Star Soldier -Vanishing Earth	(Hudson)	2D shoot 'em up
Star Wars Prequel Game	(LucasArts)	Unknown
Streetfighter 64	(Capcom)	Fighting
Super Robot Battle	(Bandai/Banpresto)	3D Mech/Fighting
Super Robot Spirits	(Banpresto)	3D Mech/Fighting
Survivor: Day One	(Konami)	Unknown
Tasmanian Express	(Infogrames/Zed Two)	Unknown
ToeJam & Earl 64	(TJ&E Productions)	3D Platform
Tonic Trouble	(Ubi Soft)	3D Platform
Top Gear X	(Temco)	Driving
Top Gun	(Paradigm)	Flight Sim
Turok 3	(Acclaim)	3D Shooter
Turok Tournament	(Acclaim)	3D Shooter
Turrican 64	(Factor 5)	2D Platform
Twelve Tales: Conker 64	(Rare)	3D Platform
UEFA Soccer '98	(Ocean/Power & Magic)	Soccer
Ultra Descent	(Interplay)	Forsaken clone
Unreal	(GT Interactive)	3D shooter
VR 3000	(Ubi Soft/Vivid Image)	Driving
V-Rally 98 Arcade Championship Edition	(Ocean/Infogrames)	Driving
Velocity	(Acclaim)	Driving
Waialae Country Club True Golf Classics	(Nintendo/T&E Soft)	Golf
Wild Metal Country	(DMA Design)	3D Tank game
Winback	(Koei)	3D Shooter
WipeOut 64	(Psygnosis)	Driving
World Driver Championship	(Midway)	Driving
World Grand Prix	(Video System/Paradigm)	Driving
Worms 64	(Team 17)	Puzzle
X-Men 64	(Capcom)	Fighting
Xena: Warrior Princess	(Titus)	3D Platform



PHOTOGRAPHS BY TIM LEVY

*This month the N64 Gamer crew talks about what they do when they are not playing Nintendo 64...*

### **Robert 'Black Belt' Garcia** – WRITER

In my spare time I train for the world handicapped Martial Arts Tournament. At the moment I'm competing in the wheelchair division, but I have no wheelchair of course! My current tactics include loosening the bolts on my opponent's wheels and then doing the old one-two parry-thrust on their spokes. At my last event I knocked Steve O'Leary out of the comp (he has no physical affliction, but he's still considered handicapped), but I was finally beaten by Billy, the eight year old autistic aikido master...

**Favourite games:** pulling the wings off flies

### **Steve "When will I be famous" O'Leary** – EDITOR

I like to spend a lot of time browsing the net for news and stuff. My number one fav sites would have to be the Bros fan site and the 'how to build a small nuclear bomb' sites. From these sites I've gained my vast knowledge of chemistry and the workings of nuclear physics as well as gaining a taste for fine music. Hey, look up [www.Brosbuffboys.com](http://www.Brosbuffboys.com) when you have a chance!

**Favourite games:** Mario Party

### **Narayan "fanatic" Pattison** – DEPUTY EDITOR

About the only thing I have time for when I'm not playing Nintendo, is sleeping. Don't get the idea that I have no life though. I often get out of the house for social events like the daily drive to McDonalds to stock up. I've been playing Castlevania a lot recently and I can't think of the last time I put the pad down.... Oh no, wait a minute. Yes, I distinctly remember pausing my playing and putting the pad down for a few minutes yesterday to slap the crap out of one of the PlayStation writers that was bugging me. But other than that, my life has been wall-to-wall Nintendo. Just as it should be.

**Favourite games:** Zelda, Turok 2 and Goldeneye

### **Jack "Mr Nice Guy" Curtis** – WRITER

In my spare time I like to expand my horizons beyond the synthesised world of videogames. Sometimes I hop over to Moscow to compete in spelling bees at the Kremlin, whereas Sunday mornings will see me in Bangladesh rescuing flood victims from mudslides in an oar boat. If I'm not feeling particularly adventurous I concern myself with the afflicted who are closer to home. Currently I am counselling Steve who is trying to come with grips with the Ebola Virus he contracted when he ate monkey brains off a toilet seat when on holidays in Botswana. It really pains me to see his face decompose as he speaks.

**Favourite games:** Turok 2 and Zelda

### **Troy "daredevil" Gorman** – WRITER

I am a man of many interests and hobbies. In between smashing Robert, in WCW Revenge, and sniping Narayan in the back of the head, in Golden eye, I play chess, and have achieved the level of Grand Master. I work part time as a stunt double for Bruce Willis. I volunteer for the UN as a peacekeeper. You may have seen me in recent news reports inspecting weapons in Iraq. (I was the one in the blue beret.) I'm also the head of an extreme right wing terrorist organisation and a senior member of the Church of Scientology, where I hob nob with fellow celebs Tom Cruise and John Travolta. As you can see, I'm just your average gamer.

**Favourite games:** Turok 2 and Goldeneye

# Mario Party



**T**he Mario franchise: not too shabby if I do say so myself. Having spawned hit after hit after hit, on every Nintendo system to date, it would be a foolish man that labelled Mario (and his band of assorted amigos) an unwelcome addition to the Nintendo name. But where does one draw the line? Is it after a dozen platformers featuring our tubby, plumbing chum? Is it when they create a 3-D fighting game that pits Luigi against Princess Toadstool? Or is it perhaps, when they make a computerised boardgame with him? Well, no big surprise here, that's exactly what Nintendo has done with the latest addition to the Mario family, Mario Party.

## Calling all kids, calling all kids....

Mario Party can be instantly recognised as being aimed at a younger demographic, that is, all of you under twelve. In its simplest form, Mario Party can be best described as a party board game. Brought to you by a hybrid



nudge, nudge - wink wink - say no more.

The last party Jack Curtis went to was in the 'introduction to Primary School for third graders', so he jumped at the chance to check this out....



Are you a brightly coloured freak? If so, join us now.

Nintendo/Hudson team, Mario Party contains just a little bit more than dice rolling, climbing ladders and falling down snakes. But hey, so it bleeding well should. Although Mario Party is essentially a board game, it contains countless mini-games and other quirky additions that make the gameplay that little bit more appealing. Up to four of your mates can choose their favourite Nintendo character from a selection of Mario, Luigi, Princess Peach, Donkey Kong, and my personal favourite, Wario. Having selected your preferred critter, it's now time to pick a board theme. From the six on offer, each shares a parallel with one of the characters. These maps include, Mario's Rainbow Castle, Luigi's Engine Room, Donkey Kong's Jungle Adventure, Princess Peach's Birthday Cake, Yoshi's Tropical Island, Wario's Battle Cannon, and two hidden board games. The length

of the game is regulated by the amount of turns you wish each player to have, ranging from twenty up to fifty. The game alerts you when you're reaching your final throws of the die, and at this point all coins awarded are doubled, creating edge of the seat excitement as it comes down to the final space to determine who is the game's "superstar".

## Move over Snakes and Ladders

As previously mentioned, Mario Party isn't just about pressing a button to get a random number, moving the designated spaces forward only to sit enthralled as your other opponents do the exact same thing. Oh no, Mario Party is one big game with an enormous fifty-six, toadstool sized, mini-games added to its repertoire. As you circulate the board, your primary aim is to collect as many stars as possible, these can be bought from Toad when you land on his space for the bargain basement price of twenty coins. Your secondary aim, when you're not busy accumulating stars, is to build on your coin wealth. These are of course used to purchase stars, but also to gain access to the other games. When it comes to the finish line, they could mean the difference between winning and well....the other not so enticing alternative (that means losing, sucker!). Coins are amassed in many different ways, the simplest of which is landing on a space that will grant you three coins or more for your visit. The other



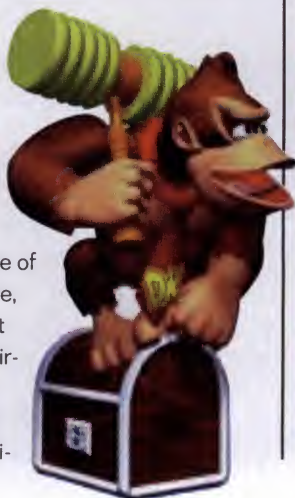
Nintendo boardgame. Why didn't anyone think of it earlier?



routes to riches can be found in the mini-games that appear at least once every round of turns. The mini-games vary from one player having to complete an individual task, to two on two competition, one on three challenges, and each player against every player rivalry. Some require inter player cooperation while others demand brutal "every man for himself" tactics.

### ***So many games to play, so little time until the morning...***

The mini-games themselves are very inventive, drawing on many diverse, controller accomplished skills. While the bobsled races only need simple button-mashing. Others such as the face-lift and egg-cutting challenges necessitate a hand as steady as a surgeon to successfully guide the analogue stick to first place. Some of the alternatives offer variations on games such as Memory, Mario Kart, Ten Pin Bowling, Fishing, and a whole lot more. In fact, if you can master all the controller feats required to succeed at Mario Party, you'll have developed a valuable talent that will probably assist you in many other N64 games. Aside from the mini-games certain spaces on the board correspond with different results. For example, landing on a blue square will add three or more coins to your total, whereas a red square will do the exact opposite in detracting these amounts. As with most board-games there is the obligatory 'gain a turn/miss a turn' option, which takes the shape of either a red or blue (poisonous) mushroom respectively. Aside from your die hurling counterparts, you'll also come across Toad, Big Boo (the ghost) and Bowser on your board voyages. Running into Bowser usually means something not so great is on the verge of happening. For example, the fat lizard might just decide that flogging thirty of your coins is his calling for the day. Big Boo offers similar crimi-



nal services, but more to your advantage. If you are wealthy enough to have fifty or more coins bulging in your pocket, he will obligingly rob some one else of their star and give it to you. Although this is considerably more expensive than the recommended retail price of twenty coins, it can serve to disadvantage a contender to your crown. If, however, you have earned the equivalent to a N64 Gamer writer (like myself), you can ask ol' Big Boo to steal a few from one of the more wealthy players.

### ***Hey I know that, that looks like Mario***

Graphically, Mario Party is very Marioish (that word exists, it really does). This is to say it combines the bright, colourful appeal of Mario's 2D games (like Yoshi), with the smooth well-rendered 3D visuals from games such as Mario 64. Although it really doesn't reach a whole new plane in Mario illustration, it still sports the same cheery appeal that Mario fans have come to recognise and appreciate. This appeal, as always, still conveys a childish sentiment, but if you're young at heart then where's the problem?



### ***Doo doo doo, doo doo doo doo***

The sound in Mario is more apt than ever when used within the context of a board game. Remember all the catchy tunes that you've sung throughout school whilst daydreaming of something other than algebra, Mario Party implements them all: from the golden oldies of Super Mario Brothers to the recent latest and greatest Mario 64. Although hardly orchestral, they suit the charm that Nintendo is trying to achieve with Mario Party.

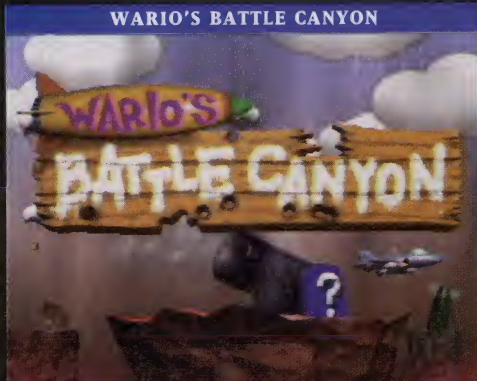
### ***If you've got no friends, have the chess club meeting at your house***

The real appeal of Mario Party lies in the multiplayer. With rumble pak support and three difficulty settings, we had a lot of fun at the offices trying to conquer each other in something other than Goldeneye for once (and we're all over 18). The single player aspect, however, really doesn't compare when it comes to having your fellow gamers in on the fun, and this is where the game's appeal is somewhat let down. Mario Party, despite being aimed at younger ages, can appeal to anyone of any age (we had to tell Steve to lock up because he wouldn't get off it, and he's 28). So if you never have a shortage of friends at your joint, Mario Party should be a definite addition to your collection. If, however, you having a huge party means that Granny and Grandpa comes over for tea, you'll want to test the waters first.



# MAP MADNESS

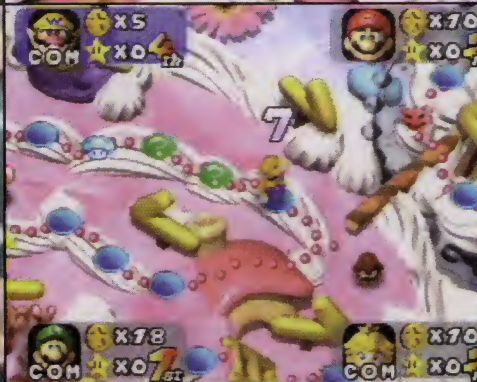
WARIO'S BATTLE CANYON



YOSHI'S TROPICAL ISLAND



PEACH'S BIRTHDAY CAKE



Each of the game boards is based upon a map that takes on the theme of one of the characters in the game. Princess Peach's board, for example, is set in on a giant birthday cake with icing, candles and marzipan characters. Donkey Kong's map is set on an island, with

tropical palm trees, and muddy paths through the rain forest. There are also specific objectives that you can try to complete while on these different maps. On Donkey Kong's map you have to try and find the hidden treasure, while on Princess Peach's you must plant seeds

that grow into strawberries so you can cover the cake with them. The overall effect is that each map is markedly different from the next and although the sub games remain the same, the whole experience feels new and quite different from one game to the next.

MARIO'S RAINBOW CASTLE



LUIGI'S ENGINE ROOM



DONKEY KONG'S JUNGLE ADVENTURE



## MINI GAMING GOODNESS!

There are 56 different mini games in Mario Party. Here are just a few of them!

### BALLOON BLOW UP



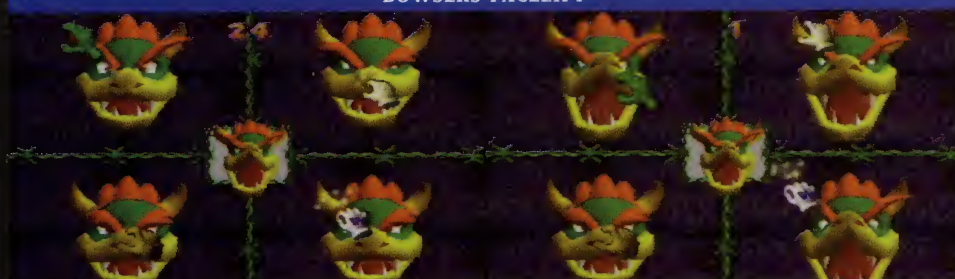
Alternate pressing of the A and B buttons inflates your balloon. The first one to burst theirs wins!

### BIG BAND MUSIC



Listen to the beat and press the A button to play your instrument in time with the conductor.

### BOWSERS FACELIFT



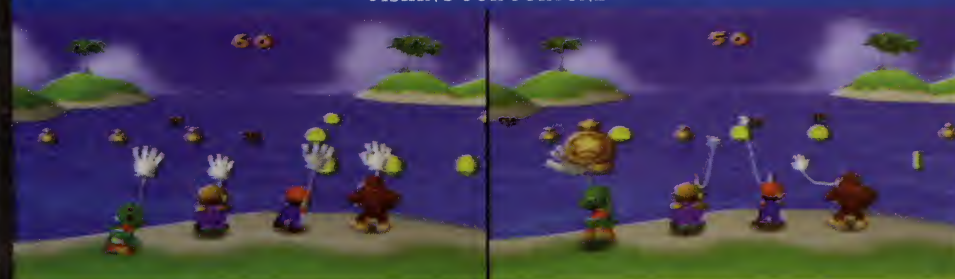
Distort Bowser's already very ugly mug to match the example given! This one is cool

### DESERT CART RACE



Matched with a partner, you must synchronise the analogue stick to steer your buggy to the finish line

### FISHING FOR FORTUNE



Cast your line to haul in the big bucks. This game takes quite a lot of skill to catch the coins.

## SECOND OPINION

For a party game, Mario Party, along with Mario Kart, provides some of the best action you can get your hands on for the N64. Like any great board game (Monopoly for example), it has the right mix of action and dirty under-handed tactics that make it a real blast. Stealing stars and coins from your opponents and robbing them of a win is just the thing to boost egos and demoralize your opponent! Just remember that this is a multiplayer game that bites the big one in its single player mode. Treat it as such and you'll have a ball! -Steve



### THUMBS UP

- The usual refinement you can expect from Mario games
- Neverending multiplayer appeal
- Lots of boards means lots of variety

### THUMBS DOWN

- Single player action doesn't contain a lot of action
- Mario in a board game may not be your cup of tea



PUBLISHER: NINTENDO

DEVELOPER: NINTENDO

GENRE: BOARD GAME

RELEASE: MARCH

PRICE: TBA

RATING: G

PLAYERS: 1 - 4

RUMBLE PACK SUPPORT: YES

SAVE GAME SUPPORT: MEM PAK

### GRAPHICS



### SOUND



### GAMEPLAY

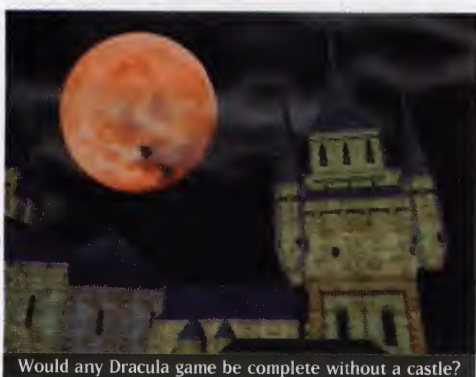


### OVERALL

7.5 | 10

# Castlevania

Narayan sharpens his wooden stake and prepares to battle the undead....



Would any Dracula game be complete without a castle?

**I**T SEEMS LIKE an eternity since Konami first announced it was producing a 64-bit version of their classic Castlevania series. The games have appeared on all the previous Nintendo consoles and were greeted eagerly by the gaming public. Each game pitted you against legions of undead monsters in an epic battle to send Dracula back to hell. Each game was also noted for its haunting music that made the most of the console's sound system. Okay, so back in the days of the 8-bit NES the music was more laughable than haunting, but that's



The polygon models for skeletons look very cool indeed



The main characters are also surprisingly well detailed



Close-ups like this aren't a good idea if you want to live

not the point. The important thing is that the Castlevania series has offered some of the greatest platforming action ever and it's great to see it finally arrive on the N64.

## A Trained Killer

CASTLEVANIA HAS MADE the transition into the 3rd dimension very smoothly and fans of the old 2D gameplay will not be disappointed. All the platform jumping, power-up collecting, whip-cracking fun of the original games has been implemented in this game but there are also a number of additions to the standard gameplay. The most noticeable change is that you now have two separate quests to embark upon. You must choose between Reinhardt Schneider, the professional vampire killer and Carrie Fernandez, a young apprentice magician. Apart from the different moves each character possesses, there are also a number of levels that may only be accessed by either Carrie or Schneider. The game even provides a few different endings to encourage you

to battle your way through the game as both characters.

The game is basically a straightforward action game. You have to make your way across 3D areas, killing any skeletons and werewolves that cross your path as you battle your way to the end-of-level boss. Thankfully though, the game breaks the action up in a number of interesting ways. On the first level it's mostly a case of locating the switches to open the necessary gates but as you progress through the game you'll have to complete certain objectives in order to continue. By mixing in elements that are similar to role playing games, Konami have been able to design a platform game that is a bit more interesting than most standard platformers.

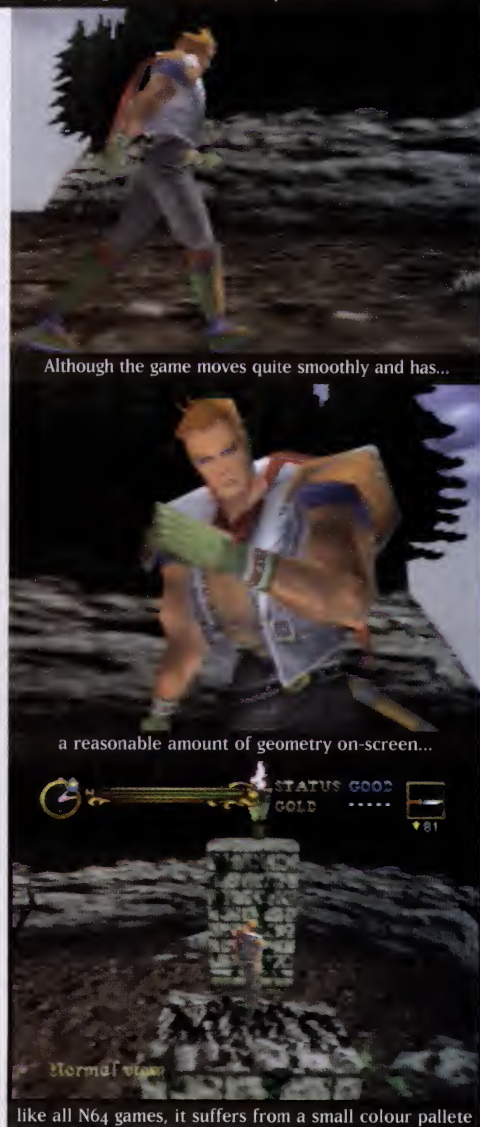
In Castlevania, time is always ticking by as you play so that you notice transitions from night to day just as you did in Zelda 64. This has more than a cosmetic effect on the game-play because some monsters are stronger when they appear at night and some things only occur at specific times of day. At one section in the game there seemed to be no way to make any progress, until one of Schneider's friends describes a mysterious flower girl who has been seen tending to her roses at dawn. So after walking off in search of some roses, I found a room filled with flower gardens. After waiting around for sunrise a young lady appeared and warned of the terrible dangers ahead. She then told me where I could find a key to get into the next section of the game.



Castlevania's bosses are an awesome sight to behold. The way you fight them is beautifully executed as well.

Scenes like this add atmosphere and flesh out the storyline, as well as providing a nice change of pace from the constant whip-cracking violence.

Naturally being a game about vampires and werewolves, there are plenty of scary moments in Castlevania. In some sections you'll just be walking along when all of a sud-



Although the game moves quite smoothly and has...

a reasonable amount of geometry on-screen...

like all N64 games, it suffers from a small colour palette



Those worried that Castlevania might not make a successful transition to 3D should rest at ease - the game works very well

## IS IT A BOY OR A GIRL?



### REINHARDT SCHNEIDER:

This guy comes from a family that is famous for its tough, vampire-killing reputation. Schneider is the latest in a long line of men in his family who've been trained to defeat Dracula. Obviously despite their reputation, they haven't been too successful because Dracula is still hanging around, draining the blood of any villagers stupid enough to go on camping trips.



*If enemies are too close for you to use your whip then your sword can polish them off!*



*Schneider's trusty whip cuts its way through the undead armies*

### CARRIE FERNANDEZ:

Carrie's family isn't quite as famous as Schneider's but she still comes from a proud family who have also pledged their lives to the cause. People must have been climbing over themselves to make a living killing vampires in the 19th century.



*For the up-close and personal stuff Carrie has her circular blades*



*Carrie's main weapon is a magic fireball that seeks out any enemies nearby and pulverises them*



den, massive blood soaked guillotines slam down on top of you making a squelchy mess. At other points you will come across villagers that seem innocent, but when you look away they turn into vampires intent on making a meal of you. If one of these vampires bites you, not only do you turn into one of the undead and have to use a potion to turn back to normal, but the vampires are able to refill their health each time they drink your blood. Unfortunately, while it does have some moments, there's nothing that has the real shock value of some of the scarier stuff in games like Resident Evil.

Konami have designed a smooth control system that works well but some problems do arise when you're jumping across small platforms. This is because the camera angle often remains stubbornly fixed in the one position, making it very awkward to judge some distances when jumping. In some of the smaller rooms you will also find it difficult to get a good view of any enemies that may be attacking you.





A very stereotypical 'lowering the drawbridge' scene that has been done to death in many games before. It's still cool though

### Crack that Whip

THE OPENING SCENE is a typical example of the brilliant atmosphere that this game creates. The camera zooms in on Schneider who looks like a bad ass vampire killing dude, except for the wussy curl of hair he has poking out. Why is it that all Japanese characters have thin bits of hair sticking out of the front of their heads? The camera pulls back from Schneider to show him in a small clearing of a forest as a savage rainstorm pounds down around him. As you pick up the control pad and advance, a blinding bolt of lightning flashes across the screen, striking a nearby tree which then crashes down beside you in a blaze of flames. Anyone that doesn't need to go off and change their pants after the opening scene is a tougher man than me. It was in this particular scene that I accidentally discovered the game's surprising environmental details. Once, when I started the game and walked off to get a drink without actually going anywhere, the rainstorm had stopped by the time I got back. This meant that when I walked past the tree that is normally

struck by lightning, nothing happened. This might sound a bit pointless but I was impressed by the realistic way that the passage of time affected the game's environment. Then again, maybe I've just been spending too much time playing video games and I need to get out more.

As well as having a rich atmosphere, Castlevania has a lot of cinematic qualities. Often you'll be walking into a new area and the game will flick to a real-time cut-scene. For example, when Schneider walks past the bodies of some villagers, the music suddenly gets dramatic as the camera zooms in to show him stooping to examine the corpses. The game is filled with scenes like this that advance the storyline and give you a real sense of being immersed in the gothic world.

Skeletons have always played a big part in Castlevania games but never have they looked so good. Instead of just aimlessly wandering around the place, the skeletons in this game actually claw their way out of the mud around you. The best thing is that when they get hit with Schneider's



After walking into the incredibly detailed castle..



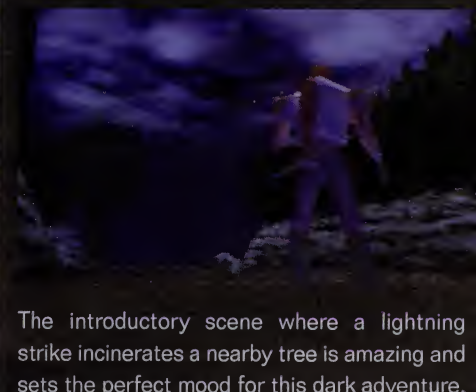
you'll have little time to marvel at the scenery...



before you're attacked by Steve's girlfriend!

whip, they lose their heads literally. Nothing is more enjoyable than flicking out his whip and decapitating a skeleton, then chuckling as it stumbles around. They're stubborn though because even ripping them in half doesn't stop them from

### STRUCK BY LIGHTNING



The introductory scene where a lightning strike incinerates a nearby tree is amazing and sets the perfect mood for this dark adventure.



Normal view



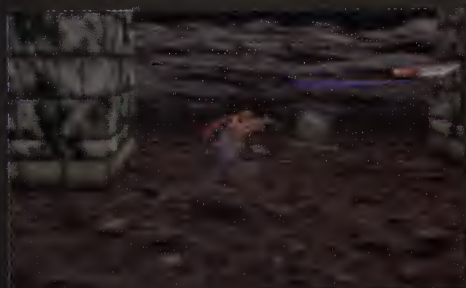
Normal view

## EVERYONE NEEDS BACK-UP WEAPONS

As well as the standard attack, each character can choose from a bunch of secondary weapons that can be collected along the way. You have to use them sparingly though because you need to collect red crystals for use as ammunition. Don't ask me what red crystals have to do with daggers and axes, I didn't program the game.

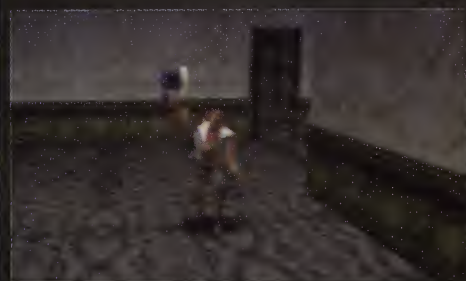
### DAGGER:

A single dagger will be hurled straight at the enemy. They're fast but not as damaging as some of the other weapons.



### AXE:

It moves slowly but it rotates as it flies through the air so it does multiple hits when it connects.



### HOLY WATER:

This weapon is also best for slow moving opponents because dropping one of these bottles sets up a wall of flames in front of you.



### CROSS:

This weapon is basically like a boomerang. It will seek out and hit multiple enemies as it flies around in a loop before returning to you.



Ah, if you guys are going to carry on like this, then I'm outta this game, buddy!



This guy's been getting his 'riods from Robert...

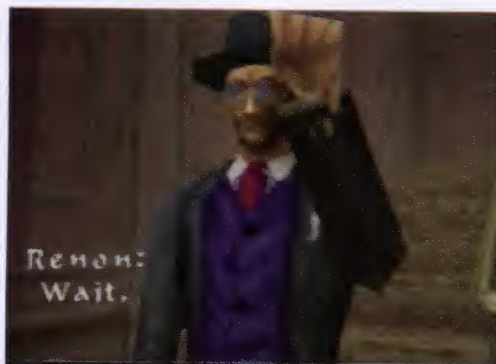
crawling after you. These guys are just the warm-up act for the boss though. Commanding the skeletons is a twenty foot tall mother of a skeleton that tries to swat you like a fly with his huge club. He can also summon more skeletons from the ground to provide reinforcements. He's not a very compassionate leader though because any skeletons unlucky enough to be nearby as he swings his club at you, get obliterated. Other impressive monsters include the giant spider-women that spit acid from their mouths and the Frankenstein-like monsters with chainsaws grafted onto their arms. I especially liked the way that their chainsaw sometimes conked out, so that they would have to stop chasing you and madly pull the ignition chord in order to get it running again.

If you look closely you can also appreciate a lot of subtle real-time lighting effects in the game. When Carrie is charging up her magic fireballs the flames pulsing around her hands not only illuminate her but also cover any nearby enemies in a green hue. When you're exploring halls with torches burning on the walls you can even notice the way your character is briefly bathed in an orange glow as they walk past.

Unfortunately, the rest of the graphics aren't quite as good as the atmosphere and attention to detail. There are some nice textures in the game but the majority of them are quite repetitive and lack the colour and detail of better N64 games. Konami have also used a heavy filter so that the graphics often look fuzzy. The game does manage to maintain a smooth frame rate but it comes at the cost of some fairly thick fog in sections.



This fellow vampire slayer has his own cross to bear



Jean Reno makes a cameo appearance in the game!



A classic 'don't open the door, you idiot' scene

Castlevania has some very nice graphics to offer, it's just a pity that Konami didn't spend a bit more effort on cleaning it up, especially now that the 4Mb expansion pak is around.

### An orchestra in your N64

CASTLEVANIA 4 HAD THE BEST soundtrack of any game on the Super Nintendo and Konami's composers have been working hard to improve on their previous effort. The music is a mixture of dramatic classical scores where you can hear a full orchestra pumping out of your N64 and moody tunes with gothic chanting in the background. The best thing about the soundtrack is the way that the background music always increases the game's atmosphere just like a cinematic score. When the action is slow it's simply providing ambience in the background but as soon as an enemy jumps out, the music gets very dramatic.

Thankfully, just as much effort has been saved for the sound effects. If you can't hook this game up to a stereo system then you're

really missing out. Some of the effects are so bassy that you'll feel like you've been punched in the chest. The scene I mentioned about the tree being hit by lightning owes 95% of its impact to the sound effects. Another effect worth mentioning is the sound of the skeletons shattering as you hit them with your whip. You can actually hear individual bones hit the ground. Sound effects are also directionally cued. In some of the bedrooms of the castles you can hear the rustle of the curtains in the wind get noticeably louder as you approach.

KONAMI HAVE ACCOMPLISHED a lot with Castlevania. Transferring 2D games to a 3D format is often a tricky procedure. Their first 3D Goemon game failed to inspire fans, so Konami decided to return to a 2D style for the sequel. With Castlevania, Konami have no worries because the N64 version is just as enjoyable as any of the earlier games but with a much more atmospheric and epic feel to it that will no doubt appeal to avid fans and new gamers alike.



Always remember to carry at torch at night so that you don't run into any giant skeletons!

### SECOND OPINION

I was a bit sceptical about Castlevania because Konami have released a few less than brilliant games on the N64. Thankfully though, Castlevania proves that there are still some very talented programmers working for Konami. The game lacks the graphical gloss of games like Zelda and Banjo but it has a very enjoyable quest that will keep players challenged as they battle through both the game's adventures. Head down to the computer store and get ready to kill some vampire scum.

- Steve

### THUMBS UP



- Fantastic classical music really provides an engrossing atmosphere
- Lots of cut-scenes give the game a cinematic feel
- The two different characters means there is a lot to see
- There are a lot of graphical and environmental details that add to realism

### THUMBS DOWN



- The game is not as long as it could be, so experienced players will breeze through it
- camera angles can be annoying
- heavy filtering unfortunately leads to some blurry textures

PUBLISHER: GT INTERACTIVE

DEVELOPER: KONAMI

GENRE: 3D PLATFORMER

RELEASE: APRIL

PRICE: \$99.95

RATING: PG

PLAYERS: 1

RUMBLE PACK SUPPORT: YES

SAVE GAME SUPPORT: MEM PAK

### GRAPHICS



### SOUND



### GAMEPLAY



### OVERALL

8.5 | 10

# TwistedEdgeSnowboarding

Alen straps on his Ugg Boots and ear muffs, then hits the slopes.....



Being able to race against three computer players is one of Twisted Edge's advantages...



...the other one is the incredible stunts you can pull off



There's snow place like home.



Last one to the bottom has to go on a date with Steve. Oh crap. hurry!

**H**ave you ever wanted to know how to ride a snowboard and be superman at the same time? Well if you have then this game could be just what you need. High-flying aerial acrobatic stunts and kick-ass-airs

are what Twisted Edge is all about. With the ability to perform two 1080 airs whilst doing a nose grab, and still having time to land, who can help being impressed.

## Wipe the snow from your eyes

COMPARED TO 1080, Twisted Edge seems to lack many of the graphical details that people were awed by in Nintendo's title. Little things in 1080, like the way your clothes ruffled in the



Who needs these wussy handrails?



Check it out ma - I'm doing some cool 'stunty-type-things' and I don't even know what they're called.





### SUPER STUNT SPECTACULAR



The stunt challenge game is the best place to get the highest airs and the best place to do multiple tricks at once. The goal in this mode is to get the maximum number of points in the set time and you have to get a certain number of points to progress to the next round. You also get a small amount of bonus time for every time you successfully land from a trick. This combination of competing against the clock and trying to do as many tricks as possible can be very addictive. Unfortunately some of the tricks can be damn near impossible to pull off which makes this one of the most frustrating games around - it rated a 10/10 on my control-pad-bashing scale.

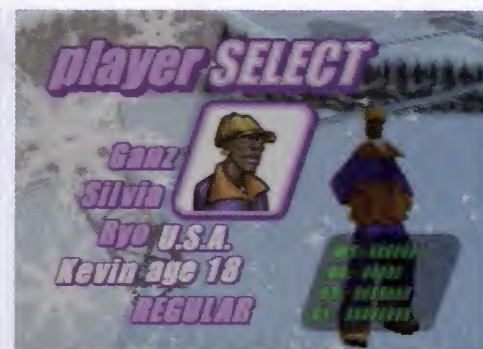


wind or the way your boarder put his hand in the snow for balance on tight corners, added to a very believable level of realism that is unfortunately absent in Twisted Edge.

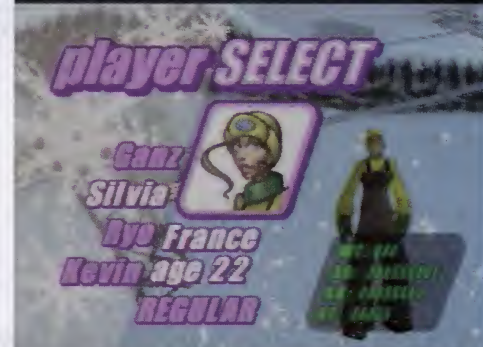
The biggest difference graphically is that the snowfields in Twisted Edge are much more open which means there's a lot of terrain to

board across. Unfortunately, this open scenery means there is a lack of obstacles to use as makeshift jumps. You won't find any fallen trees, sky lodge roofs or abandoned cars to make the trip down the slope more interesting.

Twisted Edge consists of seven tracks with paths of varying difficulty branching off at sev-



What game would be complete without a homeboy?

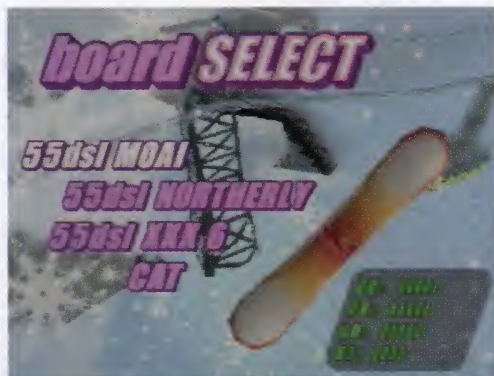


This character would be okay if she wasn't wearing flares

eral points along the track. Each track has a unique graphical style because every one of the seven different courses has been designed by a separate artist. As you progress through the game the tracks seem to improve in quality as if they decided to save the best for last. The fourth track is particularly impressive and is packed with a huge array of tight twists and turns, and plenty of mounds, jumps and drop offs. It's easily the most beautifully designed track in the game. Other track highlights include a large frozen lake, a complex set of interwoven tunnels and even a few flying saucers floating around.

The character animations for the various tricks look convincing and match-up to the actions of the pros in real life. Unfortunately, they really needed to put much more work into the animations for steering your board. When you make a turn your boarder simply tilts on the board instead of having different animations for twisting the torso and waist separately. It looks fine as you carve your way down the slopes, but try turning fully around when you're stationary and it looks jerky and downright ridiculous. The game should also have included a greater variety of crashing animations to help convey the gruesome nature of real-life stacks from unsuccessful airs off killer jumps.

Twisted Edge does not offer the same level of graphical detail as 1080, but it does at least run at a smooth frame rate and provide a good disappearing point. The game also runs at a slower pace, and lacks the breakneck thrills of 1080.



Selecting your board is the most enjoyable part of the game



I did two of those yesterday

### Watch me cut the ice

THE BEST THING about Twisted Edge is that it has a completely different control method. Instead of just trying to copy 1080, Boss Game Studios have come up with an entirely new approach to controlling your boarder. The game offers a more simplified and intuitive control system that requires the player to perform a combination of button presses to pull off the game's stunts. The combos are similar to those used in fighting games and require you to be quite nimble with your fingers. The terrain on the tracks can get very brutal with large mounds and drop-offs scattered all over the snow. This makes it dangerous but it does mean you have lots of air-time to perform a great variety of death-defying stunts. Sometimes you can even pull off a combination of three or more stunts and still have time to successfully land. The huge amount of air-time makes this game quite fun to both play and watch. Although you can pull off a lot of stunts, the lack of obstacles like fallen trees to use as rail poles is disappointing.

The worst feature of Twisted Edge is that when you crash against the side of a mountain it takes ages for you to gather momentum so that you can get back up to full speed. There's nothing worse than when you're coming first in a race by miles and right towards the end of the track you stack it, then have to watch your competitor glide past you as you struggle along at a snail's pace.

As far as game modes go, Twisted Edge has all the standard modes like championship,

practice and the stunt mode. The championship mode offers seven different tracks and has three computer opponents to race against compared to 1080's single computer player. This does make the races more competitive but the artificial intelligence is a bit disappointing because the computer players tend to stick to the exact same paths every race.

### The crisp sound of fresh snow

TWISTED EDGE HAS AN AMUSING COMMENTATOR making calls such as "Way to lose, loser!" or "Phew, I can smell that from here". The sound effects are pretty realistic; especially the sound of the board gliding across the snow which sounds exactly like when you are really carving your way down the slopes. You know, that grippy, rubbery noise that a board makes on fresh powder snow. The music isn't too bad either. There are six different tunes to listen to, each one has chunky bass and funky guitar riffs to groove to.

WELL, IT'S NOT EXACTLY a 1080 beater. In every category (graphics, gameplay, sound and presentation) 1080 performs better. This doesn't mean that Twisted Edge is a shabby game though. In fact it has a great combo system for tricks and some smooth control. The game also has insane jumps that give you plenty of air-time to pull off multiple stunts. It lacks the realism and polish of 1080 but if you're a die-hard fan of snowboarding then there's some enjoyment to be found in Twisted Edge Snowboarding.



I hate people that wear beanies



You'll get plenty of chances to pull stunts off

### SECOND OPINION

It was really good

- Robert



### THUMBS UP

- Big jumps mean that you have plenty of time in the air to pull off multiple stunts
- The tracks are very open so that you have plenty of room to explore

### THUMBS DOWN

- The control is not as smooth and realistic as 1080's
- The tracks lack things like fallen trees and snow cabins to have fun jumping off
- The textures are repetitive and the tracks can look a bit dull



PUBLISHER: **PLAYCORP**  
DEVELOPER: **BOSS GAME STUDIOS**  
GENRE: **ACTION**  
RELEASE: **MARCH**  
PRICE: **\$99.95**  
RATING: **PG**  
PLAYERS: **1 - 2**  
RUMBLE PACK SUPPORT: **YES**  
SAVE GAME SUPPORT: **MEM PAK**

### GRAPHICS



### SOUND



### GAMEPLAY



### OVERALL

**6.5** | 10



# THE 2ND ANNUAL 'BEST NINTENDO GAMES OF ALL TIME' AWARDS

Every year at this time, N64 Gamer will be holding the readers' awards for the best N64 games of all time. In this survey, we'll ask you, the reader, to give your opinion on which games you feel are the best for each category on the N64.

Given your infinite gaming wis-

dom, we are seeking your help to construct a list of the best games in each category on the N64, as well as the overall best and worst games on the system.

We've also included a small readers survey in which you can tell us the things you like and don't like

about N64 Gamer which will help us bring you a better gaming mag in the future.

A prize will be awarded to the person who correctly guesses the **BEST** and **WORST** games of all time on the N64 as determined by the votes of all people who enter

the survey. The winner will receive an accessories pak selected from all those reviewed in the accessory guide this issue, including the best wheel, control pad, rumble/memory pak and carry bag. Two runner up prizes of a copy of Turok 2 will also be given away!

## BEST 2D/3D PLATFORM GAME



Mario 64



Banjo-Kazooie



Gex 64



Bomberman 64



Chameleon Twist



Castlevania 64



Glover



Space Station Silicon



Yoshi's Story



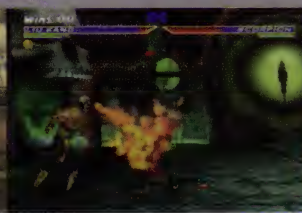
Starshot 64

Other (please enter title here)

## BEST FIGHTING GAME



Dark Rift



Mortal Kombat 4



Fighters Destiny



Mace



Bio Freaks



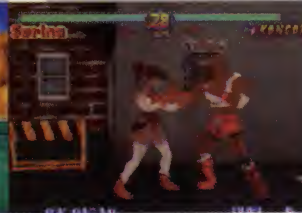
Killer Instinct Gold



Rakuga Kids



Dual Heroes



GASP Fighters



Clayfighter 63 1/3

Other (please enter title here)



## BEST ROLE PLAYING GAME



Zelda 64



Holy Magic Century



Mystical Ninja



Body Harvest

Other (please enter title here)

## BEST SHOOT 'EM UP



Chopper Attack



Lylat Wars



Forsaken



Rogue Squadron



Robotron



Buck Bumble

Other (please enter title here)

## BEST PUZZLE GAME



Bust A Move 3



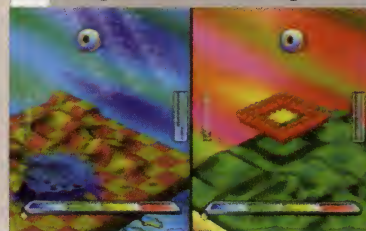
Virtual Chess



Magical Tetris Challenge



Blast Corps



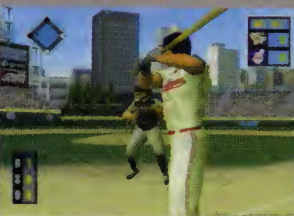
Wetrrix



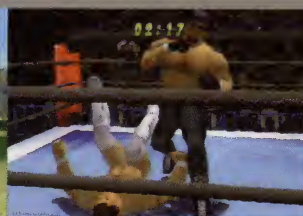
Tetrisphere

Other (please enter title here)

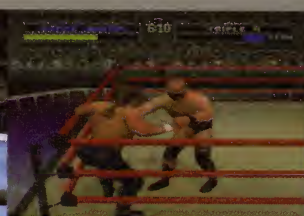
## BEST SPORTS GAME



All Star Baseball '99



WCW vs NWO: Revenge



WWF Warzone



NFL Quarterback Club '99



NFL Blitz



1080 Snowboarding



ISS '98



FIFA '99



Madden '99



NBA Live '99

Other (please enter title here)

## BEST DRIVING GAME



Other (please enter title here)

## BEST GAME OF ALL TIME



Other (please enter title here)

## WORST GAME OF ALL TIME



Other (please enter title here)



Do us a favour, please mark your answers clearly in the boxes provided, thank you!

## 1. What do you think about the regular sections in N64 Gamer?

Please score each one out of 5:

- ☒ 5 News
- ☒ 5 Short 'N' Sweet
- ☒ 5 Mail
- ☒ 5 Bad Ass
- ☒ 5 Previews
- ☒ 5 Profiles
- ☒ 5 Reviews
- ☒ 5 Special reports/interviews
- ☒ 5 Playguides
- ☒ 4 Cheats
- ☒ 5 Trader
- ☒ 5 Buyers Guide

## 2. What is your favourite section of the magazine and why?

Competition page because I turn the first to see if my name is printed.

## 3. What is your least favourite section of the magazine and why?

CHEATS - because the Turok 2 - multiplayer

cooperation cheat doesn't work

## 4. Are there any sections you would like to see be expanded or is there anything new you would like to see added to N64 Gamer?

Have a page where people send in their artworks and the best one wins a game/accessory of their choice.

## 5. Do you own a Gameboy or Colour Gameboy? And would you like to see a Gameboy section added to the magazine?

No and No

## 6. Is there anything you don't like about N64 Gamer?

(Please just don't say 'no' to be polite - we can't improve the mag if you don't tell us what you don't like)

That it's Monthly. Have you considered fortnightly

## 7. What other magazines do you buy?

- A. ☒ Hyper
- B. ☐ Australian Playstation Magazine
- C. ☒ PC Powerplay
- D. ☐ Internet.au
- E. ☐ NMS
- F. ☐ Other...

## 8. Do you have internet access

- A. ☐ Yes
- B. ☐ No

**Tell us a bit about yourself**

## 9. How old are you?

18

## 10. Are you:

- A. ☒ Male
- B. ☐ Female

## 11. How many games do you buy a year?

15+

## 12. What is your favourite type of game?

3D-shooter

## 13. What game are you looking forward to most?

QUAKE 2

## 14. If all of the N64 Gamer staff were lined up along a cliff, who would you push off?

- A. ☐ Steve
- B. ☐ Narayan
- C. ☐ Troy
- D. ☐ Robert
- E. ☐ Jack
- F. ☐ Alen
- G. ☐ Hugh
- H. ☐ Mithra
- I. ☐ Sarah

So, get to it and have your vote counted today! If you don't want to ruin your favourite mag then you can photocopy the four pages. However you do it, just make sure you answer all the questions and send the four pages in!

Please send your completed survey to:

**Games Survey**

**N64 Gamer Magazine**  
78 Renwick St  
Redfern NSW 2016

# ARE YOU HYPERACTIVE?

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PLAYSTATION



MAC



PC-CDROM



CHAT



SEGA



ARCADE



NINTENDO 64

# Monaco Grand Prix Racing 2

Jack Curtis recently lost his licence so we gave him a racing game to really rub it in...



**P**ERSONALLY, FORMULA 1 RACING has never really grabbed my gearstick. It is a genre that is usually restricted to car simulation freaks who are more than content to race around the same uninspired track for 30 laps. Call me

fussy but by the 5th lap the control pad is usually on the floor and I'm off to get a snack from the fridge. So when Steve said: "Monaco Grand Prix 2" I moaned and groaned and moaned and groaned and...well you get the idea.

## *I miss my car...*

THE COMPANY BEHIND Monaco Grand Prix 2 is Ubi Soft, yes the very same people who created the N64's very first, and very ordinary F-1 racer. Feeling very jaded about the whole out-



The in-car view is a bit harder to control because the corners are difficult to see - it sure is fast though.



The feeling of speed in this game is very believable

Getting past masses of cars on the tight track can be tricky

look so far, I was somewhat cheered by the knowledge that Monaco Grand Prix 2 is not the sequel to the disappointing F1 Pole Position, but rather, to its infinitely more successful PC counterpart, F-1 Racing Simulation. The first, obvious advantage is that the game is based on the Monaco Grand Prix track: the toughest, most visually stunning course on the world circuit. The track winds through 305 kilometres of narrow streets, lending credibility to Ubi Soft's claim that this is "the hardest racing simulation".

So enough background, where does it stand? Greeted by the standard, large font title screen, complete with driver and car (wowie), I sat back, sighed and reluctantly pressed Start.

The first place that driving sims can go wrong is with the available options. You'd think it would be the easiest part of the game, but some still manage to make a right bungle out of what's on offer. Monaco GP, however, contains all the obligatory modes of play that you'd expect. No big selling point I admit, but it means it hasn't been used for bin-shooting practice just yet. Selecting the Arcade mode gives you the option of a single race, championship, time attack, and a dual mode which thankfully, lacks the major gripe of any two-player mode (slow-down). Simulation mode sports the same modes as Easy but offers a semi-RPG career mode. This involves the purchasing of cars, selection of drivers and more in-depth game-

play. So far so good. Monaco Grand Prix offers some downright spiffy pre-race choices. These include 12 authentic driving teams with two true to life drivers to choose from. Licensing - I love it. In addition, Monaco GP 2 gives you the opportunity to finely tune your car in every department: wings, suspension, tyres, brakes, steering, body-height, gear-box and fuel tank. So for those who are devotees of F-1 racing will have a ripe old time customising their rig.

Now, any game can include the right options, but what it always comes down to is addictive gameplay and stunning graphics. In-game control is responsive and the brakes are very sharp. Once you've gotten used to the controls, you'll be able to pull off tight hairpin

### MAN - THIS PLACE'S GOT EVERYTHING!



In Monaco Racing 2 you have the ability to customise basically anything you could ever want to. The biggest choice you have to make is deciding whether you want to play the game as a 'simulation' or whether you choose 'easy' mode which provides a more arcade style of gameplay. As well as the standard options like selecting your team and driver, you can adjust everything from steering sensitivity to the car's body height. You can even adjust the amount of fuel in your tank. If you have a large amount of fuel in the tank you can go longer without having to pit and refuel, but you will not be able to go as fast as someone carrying a smaller amount of fuel.



You can see why Jack lost his license



Jack - the track is the other way dude



If Jack can to stay on the road for a second - it's a miracle

turns where you throw the car through 8 gear changes in the space of a few seconds. The driving model is smooth and you can notice the difference in performance if you've customised your car's preferences. The game offers seven camera angles which covers every view you could ask for (a plus that most driving games forget). What's also nifty, is the ability to take the viewpoint of any car on the track. Although this means you end up in Monaco harbour after the first corner, it's a nice thought (and it is actually useful in the replay). Gameplay is affected by different track conditions. It might be slippery surfaces when it rains, oil slicks or even shrapnel from other cars, that makes your racing more difficult.

## I had to buy a bicycle...

THE GRAPHICS IN MOST F-1 GAMES follow the same route: detailed on-track visuals, and faded, unrecognisable, and basically quite crappy back-

grounds. I have always found this rather infuriating, being of the opinion that a game must rely on its appearance as a whole, not the just the main focal point. Monaco GP 2 partially addresses this problem, but doesn't completely rectify it. With a total of 16 tracks, some are bound to look the same, and some do. Some of the tracks involve endless avenues of trees, while others have uninspired, uncannily 'samey' buildings (Hungary and Australia must have used the same architects). Thankfully though, this is offset by the Monaco track, which is surprisingly detailed. There are a good variety of buildings on offer, and inclusions such as the harbour, boats and moving water, mean this is definitely the pick of the bunch. Despite some repetition, the tracks and their somewhat meagre backgrounds look quite good. The cars are full 3D and although not as detailed as the ones in F1 World GP, they look quite good. The game has many nice touches like the small chunks of grass and

dirt that stick to your tyres when you drive off the track. Although admiring impressive backgrounds can be fun for a while, everyone knows that there are only two things that really count when it comes to graphics: disappearing point and frame-rate. Well as far as Monaco GP travels, pop-up has been reduced to an anti-fogging minimum and is only noticeable on sharp corners and the frame-rate is smooth enough so that the game never chugs (even with a track chock-full of cars). Three cheers for Ubi Soft! Monaco GP isn't what you would describe as a graphical orgasm, but it lives up to the standards you'd expect and even manages to out-do some of them.

## My life couldn't get any worse...

WHAT ABOUT THE SOUND? I hear you ask. Well it's not going to spawn any platinum hits but you won't be playing Barry Manilow over the top either. In-game music is non-existent but I see

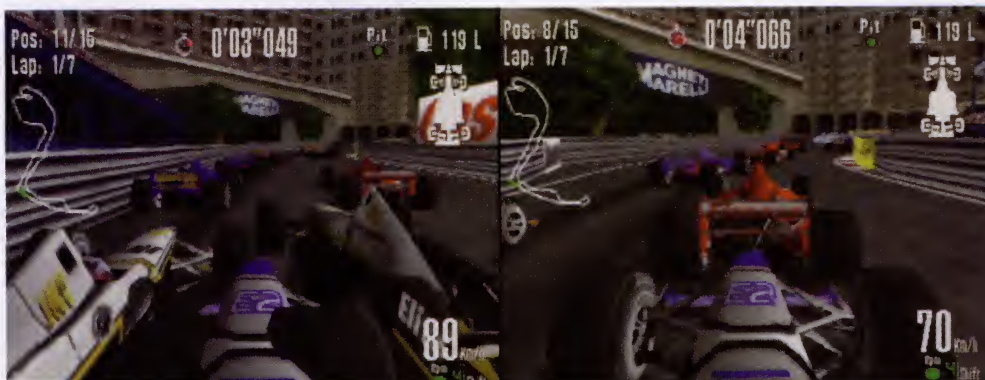


Unfortunately, the poor artificial intelligence of the computer racers means that they can get stuck on narrow corners



Not a very useful view - but at least it looks cool.

The Monaco track is famous for its hairpin turns



If anyone can think of another interesting comment about these cars on the Monaco track, then you can have the job



There's lots of cars and.... erm... the building looks nice.... ah, to hell with it. I give up!

that as a good thing. There is nothing worse than listening to cowboy tunes when trying to win a GP. The sound effects add atmosphere with a realistic roar coming from your vehicle as it accelerates and impressive squeals coming from the tyres as you skid around corners. They also have the crowd cheer that varies according to proximity but this doesn't make you blink. It's standard but you can't complain, there's really not much else you can expect from a car driving around a track 25 times in succession.

MONACO GP 2 IS NOWHERE NEAR as bad as I had anticipated. In fact, I actually derived some enjoyment from a Formula 1 sim for the first time. In recommending the game, it must be said again that it will be the F-1 freaks who will gain the most pleasure. There is no doubt that Nintendo's F1 World GP is a more realistic and polished game. However, this game does have an 'arcade-style' approach to the sport that will surely please people who thought F1 World GP was too difficult to get into.



So, has anyone seen Austin Powers 2 yet?

What about the new Star Wars movie? I'm hanging for it

## SECOND OPINION

After Ubi Soft's fairly disappointing F1 Pole Position, they have come back with a very competent F1 racing game. Monaco 2 Takes F1 racing in a slightly new direction with an 'arcade-like' feel. The main competition is Nintendo's F1 World GP which is a much more realistic simulation of the sport. Action gamers may prefer the slick gameplay, however, F1 fanatics (who tend to be the only fans of F1 games) will prefer F1 GP's realism.

- Narayan



## THUMBS UP

- Impressive backgrounds mean this looks a lot better than most F1 games.
- Plenty of options and novelties to keep you interested.
- Smooth animation and game mechanics make for a very playable experience.

## THUMBS DOWN



- It can get a bit monotonous because most of the tracks are very similar.
- The game will mostly appeal to Formula 1 racing fanatics only.
- It doesn't provide as realistic an experience as Nintendo's F1 World GP.

PUBLISHER: UBI SOFT

DEVELOPER: UBI SOFT

GENRE: RACING

RELEASE: MARCH

PRICE: \$99.95

RATING: G

PLAYERS: 1 - 2

RUMBLE PACK SUPPORT: NO

SAVE GAME SUPPORT: MEM PAK

## GRAPHICS



## SOUND



## GAMEPLAY



## OVERALL

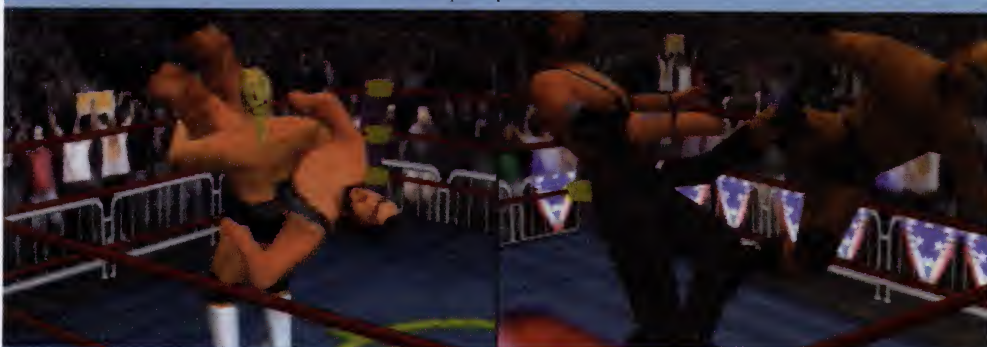
8 | 10

# WCW Nitro

Troy Gorman pulls on his tights and jumps in the ring, again



"I will kick you square in the nuts!"



"Where do you want this giant inflatable doll?"

Don't be fooled, this game is crap.



Giant practices his Jedi levitating skills

**U**PON RETURNING TO THE OFFICE after a gruelling session at the gym, training for my entry into the Mr Beefcake 4000 competition, I found a copy of WCW Nitro on my desk waiting to be reviewed. What can I say? I was over the moon. I love wrestling games. Love 'em. So after doing a happy dance, I fired up the Nintendo and prepared to wipe the floor with "Hollywood" Hulk Hogan, in the third WCW licensed wrestling game for the N64.

## Soft Skin Characters.....That's it for the good points

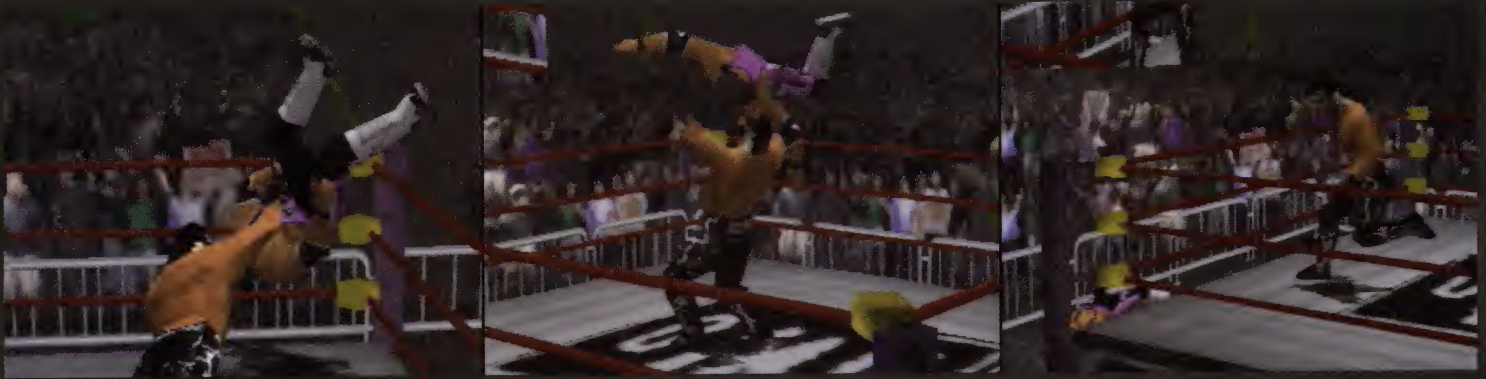
THE WRESTLERS USE soft skin polygons, which involves wrapping one texture over the collection of polygons, which make up a single character. This helps avoid the holes, which appear, when characters move. This happened quite a lot in WCW: World Tour and to a lesser extent in WCW: Revenge. The textures on the Nitro characters twist to cover any gaps just like skin on a real person. This is, unfortunately, where any graphical improvements end.

The wrestlers may not look like blocks of wood but they certainly move like them. The animations would look realistic if the wrestlers were trying to impersonate some sort of cross between Frankenstein's Monster and C3-PO. While the wrestlers' appearance and animations are easily the most important part of the graphics, when Inland Productions were designing the game, they put a lot of effort into stuffing up other parts as well. The crowd looks like a slab of blurry grey movement.

Don't forget the camera angles. World Tour and Revenge had dynamic camera angles which panned, zoomed and spun around, constantly adjusting, to show off the best angles. If only two players were in the ring the action was always in your face. For battle royals and tag team matches the camera was still in as close as possible. It's unknown what the idea, behind Nitro's choice of camera angles, is. Good visibility has definitely been ruled out. With two wrestlers on screen it is possible to see what's going on, unless the characters are ones like Saturn and Goldberg, who look indistinguishable (two bald heads are too many)! However, when four wrestlers are in the ring, the camera seems to want to show off the entire auditorium. If you are tossed out of the ring its best to get back in straight away because it's difficult to wrestle when your character is hidden by other wrestlers, ropes, the ring and the camera angles.

## MEET WCW'S FOUR FABBO BUFF BOYS

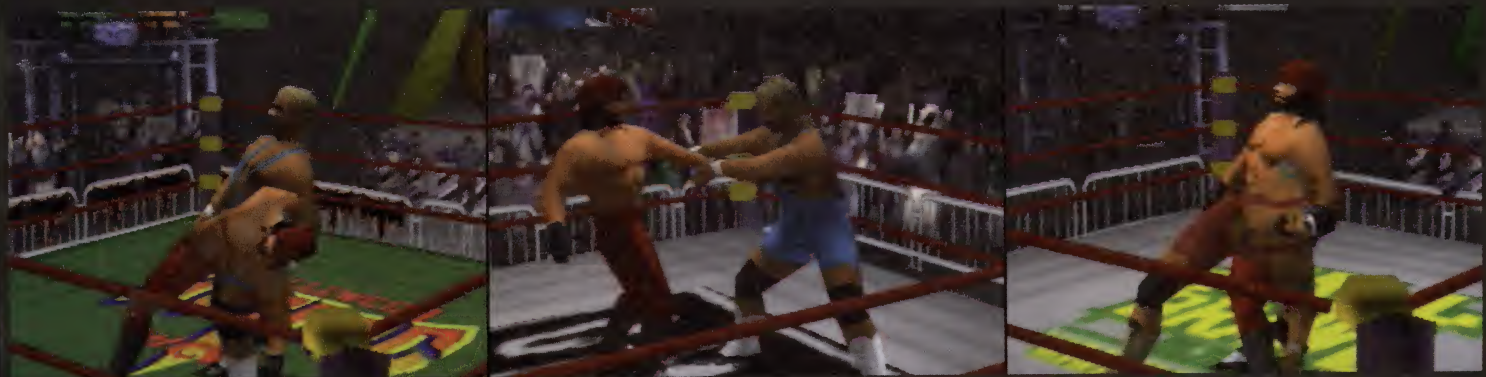
There are forty eight hidden characters but why bother uncovering them, when all the best ones are selectable immediately.



**"HOLLYWOOD" HULK HOGAN** - The former WWF champ returns for his third WCW game.



**BRET "THE HITMAN" HART** - A more recent convert to the WCW way of life. But where is his Heart Foundation partner, Jim "The Anvil", hidden perhaps?



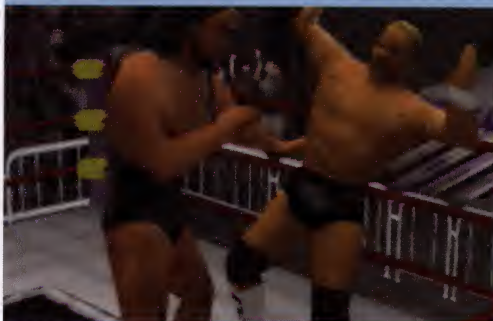
**"MACHO MAN " RANDY SAVAGE** - Randy is a top-rope fanatic. At every opportunity he comes at you with flying elbows.



**STING** - Very little is known about this mysterious, red-faced individual. Despite this he is still one of the most popular characters in the WCW.



"Whoa, who put that banana skin there?"



"You do the hokey-pokey...."



"Come here, I'll tell you a secret"

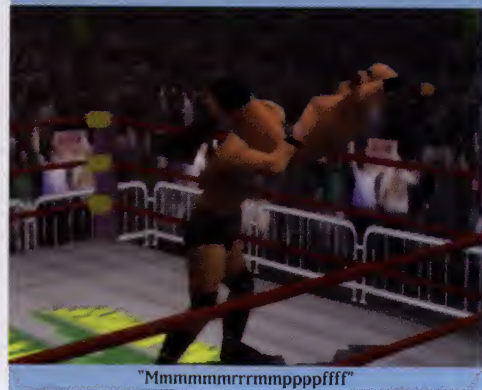
### Where's the fun?

NITRO SEEMS TO HAVE a disappointingly low number of wrestlers to select from. Initially there are only sixteen to choose from. There are, however, a massive forty eight hidden characters. To uncover them you must compete in the tournament, on normal or hard difficulty setting, and win all ten matches to take out the Championship belt. The new wrestler must then be used to win again, to uncover the next character, and so on and so on until all forty eight wrestlers are available. This would add to the lastability if the game was worth completing forty eight times.

Each wrestler has over thirty moves each but they are the same moves. The characters either fall into the small or large categories which gives them a variation of two moves each. Other than that, once you know one wrestler, you know them all. The control method is very different from the previous games which used what has become known as "The Grappling Method". Nitro uses a combination of button presses, much like a standard fighting game. Control requires memorising the order of all the buttons, instead of the old method where you had one grabbing button and another for selecting the throws.



This isn't the Limbo dancing try-outs you idiot.



"Mmmmmrrrrmmppppfff"

The character control is terribly sluggish which, when combined with the complex moves helps create a game which isn't at all rewarding to play. The modes of play are painfully limited when compared to all other wrestling titles. There is only one tournament. One! Revenge had five different tournaments, and World Tour even more. There are a few other modes, including exhibition and tag matches, and the obligatory four player battle royal. Tag team matches involve one player controlling a team against the computer or another player. Four people can't play tag team and two players can't be on the same team when challenging the computer.

Two features of the gameplay which aren't too bad are the life bar and the help option. Each wrestler has a life bar which is displayed on screen. When this is empty or near empty the wrestler can be pinned. In previous WCW titles, pinning always seemed like a dubious area of the mechanics because pinning them always involved 50% luck. Now you know whether or not your pin attempt will be suc-

### ACTION SCENE



Giant gives Sting 400 pounds of 'off-the-top-rope' lovin'.



cessful. Revenge had an interference feature, whereby, a third wrestler would run down from the dressing rooms and join in the bout. It was random whether they were friend or foe. The help mode in Nitro is similar, except you now have the option of calling in an ally to save your ass. Unfortunately, the computer can do the same which makes it impossible to play because of the previously mentioned visibility problems when four wrestlers are on screen.

### Give a Dog a Bone

THE MUSIC FOR THIS IS GENERIC, whiny, guitar rock music. There is nothing particularly good or bad about it. Legendary commentator Mean Gene Okerland offers the small, but repetitive commentary which is peppered through the game. Every time a particular move is done it is accompanied by Mean Gene telling you its name. If you are in the habit of learning only two moves and repeating those until you win, it would be a good to turn the sound off to avoid insanity. The effects don't sound very convinc-

ing at all. The Abdominal Stretch manoeuvre is accompanied by a sound uncannily similar to a dog chewing on a bone.

### Keep Your PlayStation Games To Yourself

THERE IS A REASON WHY the standards in the WCW titles have suddenly slipped. Even though THQ purchased the licence for the games, different developers are responsible for the titles. AKI designed World Tour and Revenge. This game was made by Inland Productions, who are responsible for the PlayStation wrestling games; Nitro and Thunder. To make this game all they've done is convert the same game from the PlayStation. As we all know, the PlayStation sux. This version is even worse than the original version. Hopefully, WCW: Thunder will not be converted as well. The Nintendo already has three excellent wrestling games, and a fourth one on the way. We don't need dodgy, B-grade PlayStation games.



### SECOND OPINION

I was really looking forward to this game. WWF Warzone and WCW Revenge offer some of the most enjoyable four-player biffos on the N64. From the early screen shots, WCW Nitro looked great. 'Woo-hoo' I cheered, another cool wrestling game is on the way. I couldn't believe my luck. The only thing I like more than a good wrestling game involves ambushing a PlayStation owner with two tubes of vaseline, some gaffer tape and three watermelons..... but I digress.

All you need to know is that this game bites hard and that a four player bout of this game is less enjoyable than hanging out with Troy.

-Narayan



### THUMBS UP

- The life bar is useful for knowing when to pin
- Soft skin characters avoid the graphical glitches seen in previous games

### THUMBS DOWN

- The worst WCW title
- All the wrestlers have identical moves
- A bad conversion of an even worse game



PUBLISHER: **GT INTERACTIVE**  
DEVELOPER: **INLAND PRODUCTIONS**  
GENRE: **WRESTLING**  
RELEASE: **MARCH**  
PRICE: **\$99.95**  
RATING: **PG**  
PLAYERS: **1 - 4**  
RUMBLE PACK SUPPORT: **YES**  
SAVE GAME SUPPORT: **MEM PAK**

### GRAPHICS



### SOUND



### GAMEPLAY



### OVERALL

**4** | **10**

# MicroMachines: 64Turbo

Being a man of small proportions, Troy Gorman jumped in a car for a spin.



Racing past giant frogs - how often have we seen this?



Grabbing three of your mates and having a few races on Micro Machines is more fun than a free holiday to Hawaii

**M**icro Machines are one of the best classroom toys. They can be whipped out, at a moment's notice as soon as the teacher leaves the room, and they are small enough to hide anywhere whenever they're threatened with confiscation. Ordinary pencil sharpeners and rulers become jumps and bridges, transforming the most boring desk into an obstacle course filled with death-traps. Codemasters have taken these

ideas, and many more, to come up with the latest version of their Micro Machines series.

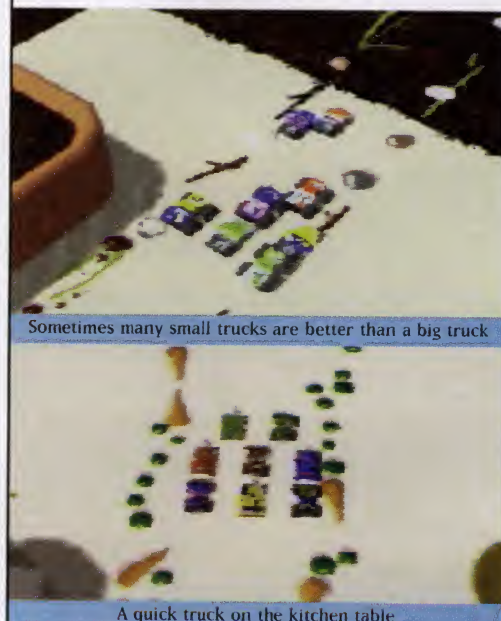
## Bird's eye view

MICRO MACHINES is a racing game in which the camera is positioned overhead, looking down on the action. In previous incarnations the tracks were 2D drawings which the four sprite characters zipped around. There wasn't even parallax scrolling (which was considered cool technology for the 16-bits). This latest version uses polygons to create the tracks and vehicles but still

keeps the same feel as the earlier games. The camera zooms in to give closer views when the cars are together and pulls back to improve visibility as the racers spread out. As the vehicles are tiny (I'm sure you're all familiar with the toys) the tracks aren't the standard racing game tracks. In racing games you're usually confined to things like a bitumen track, a dirt track and an ice track. The Micro Machines tracks take you to places such as breakfast tables, school desks and even a garden pond for the speed boats. Each road is marked out



We came up with a really funny caption for this pic but it was too rude to print - write in and we'll send it to you



Sometimes many small trucks are better than a big truck

A quick truck on the kitchen table

# EVERYTHING'S MINIATURE



**Pool Table** - This area has you dodging balls and cues, while launching from playing cards. Tracks include "Right on Cue" and "Love Triangle"



**Backyard** - This is where the off road vehicles reign supreme. There's even a couple of water tracks. "Destruction Dirtbox" and "Crash and Fern" are out there.



**Science Lab** - Spilled chemicals and ruler bridges make these tracks tricky. Corny names include "Chemical Warfare" and "Formula X".



**Beach** - "Pebble Dash" and "Bikini Blazer" require four-wheel drives and dune buggies to be able to get around on the sand in each course.



Now's your first chance to be 'on' a box of cereal



The world famous 'Nutri Grain' Cup draws the best racers from all over the kitchen.

differently according to where you're racing. The levels on the breakfast table mark the track with alphabet cereal, whereas the tracks at the beach are marked with sea shells and even have sand castles to drive through. My favourite tracks are the ones which take place on the top of desks. The path is marked in liquid paper with the objects scattered over the desk including metal rulers, erasers and pencil cases. Narayan and myself were chucked out of English class once, for using liquid paper to make tracks on our desks when we were supposed to be reading "Of Mice and Men". It's good to see programmers cashing in on their immaturity as well.

The presentation of the game involves driving your menu screen car along roads and into garages to select modes and options. It's easy to follow and beats the standard up and down cursor action in most menu screens. Most of the vehicles work well but there are a couple which have problems due to their appearance. Dump trucks and ATVs are rectangular in shape so you can run into problems because it's not always obvious which side is the front of the car.

Sometimes there are problems when your

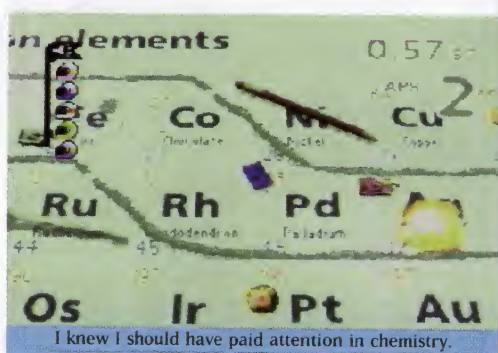
car disappears behind objects, like toasters or chairs. If there is a collision while you're out of view, it's impossible to get back on course. Another complaint was due to the colours chosen for the cars. Instead of making each player's vehicle one colour, they are in two-tones. Some colours are too similar. One car is white and red, while another is white and orange. This means that often you can find yourself following the wrong car around the track and not

realise that your car crashed on the first corner. The camera angles cause the same problems as all other Micro Machines games. The way to win is to get a full screen ahead of the other cars. This means that in multiplayer mode, if you're right up the front, you can't see the track far enough ahead. As the screen follows you in one player mode this isn't a problem. The camera also rotates more for one player, showing better angles.

### Bring your friends

The gameplay is a very simple concept, you take control of a Micro Machine vehicle and race it around any one of forty plus levels. Codemasters have been making these games since the dinosaurs ruled the earth. I had feared that this style of game wouldn't make it to the N64 because it would be considered to be too retro for a machine so powerful, or the gameplay would be updated (meaning it would be changed and destroyed). The game has been updated in a good way with so many modes of play it'll take hours just to test them all.

Micro Machines has always been best experienced as a multiplayer game and this



I knew I should have paid attention in chemistry.



### FUN ON FOUR WHEELS

The vehicles are almost as varied as the tracks. They include; boats, four wheel drives, ATVs, semis, beach buggies, tanks and dump trucks.



There are plenty of makeshift jumps in the game.



Graffiti on school property! That's 'desk-usting'



making another 'truck' joke here would just be immature...

.....peas always make me fart

tradition continues with 64 Turbo. This is Nintendo's first eight player game! The control method for this pioneering experience is a bit tedious at first, but after a bit of practice it's pretty good. As there isn't a multi-tap peripheral which allows eight pads to be plugged in, controller sharing is involved. One player uses the D-pad and left shoulder while the second player uses the C buttons and right shoulder button. Tearing the pad from your friend's hands won't help you win, as eight player games involve four teams of two pad sharers. If you're too greedy to share, multiplayer with four players is available with

a whole controller each. Four player games allow two teams or individual competitors to compete. Multiplayer games can be either single races, in which you pick the track with its default vehicle, or tournaments with a selection of tracks grouped together according to difficulty. The champion is the first to win five races.

The one player game has time trial modes, duel races and a tournament against four computer players. The way to win is to be the first to complete three laps. In the multiplayer race it's just a case of being fast enough to leave your opponents behind. There are so many vehicles and tracks that I lost count. The vehicles don't just look different, they move accordingly. Speed boats are obviously for the water levels. Dump trucks, prime movers and tanks move slowly but they can even fire missiles. Speed freaks can drive sports cars or beach buggies. Different tracks use different vehicles but all players are restricted to the same type of vehicle for each track.

### *The most fun eight people can have wearing clothes*

Micro Machines is a great multiplayer game, especially with the eight player option. With over forty courses to race on, you won't get bored easily. The one player mode is fun to play with time trial, duel and tournament games adding to the longevity. There are over twenty vehicles to select, as well as heaps of hidden vehicles which can be saved to memory pak. This rates in the top ten multiplayer games for the N64 but if you have no friends it's not a worthwhile purchase because you'll miss out on the best part.

### SECOND OPINION

Being a huge fan of the overhead racing genre and Micro Machines in particular, I can say that I was and wasn't disappointed with this game. With that in mind, the whole point of the game is to enjoy yourself and also with this in mind you can derive pleasure from games like this without thinking about the fact that this game is a driving game which is pretty good at that. Anyway, off to take some drugs...

- Robert



### THUMBS UP

- N64's first eight player game
- One of the most enjoyable multiplayer games on the N64
- Over 40 tracks to master

### THUMBS DOWN

- Some vehicle's colours are so similar that you can get confused
- Annoying camera angles for multiplayer
- Single player game does not offer enough in itself



PUBLISHER: **SEGA OZISOFT**

DEVELOPER: **CODEMASTERS**

GENRE: **RACING**

RELEASE: **MARCH**

PRICE: **\$99.95**

RATING: **G**

PLAYERS: **1 - 8**

RUMBLE PACK SUPPORT: **YES**

SAVE GAME SUPPORT: **MEM PAK**

### GRAPHICS



### SOUND



### GAMEPLAY



### OVERALL

**8** | **10**

# Virtua Pool 64



Having hustled pool halls for some time now, Jack Curtis chalked up his cue for Virtua Pool 64...

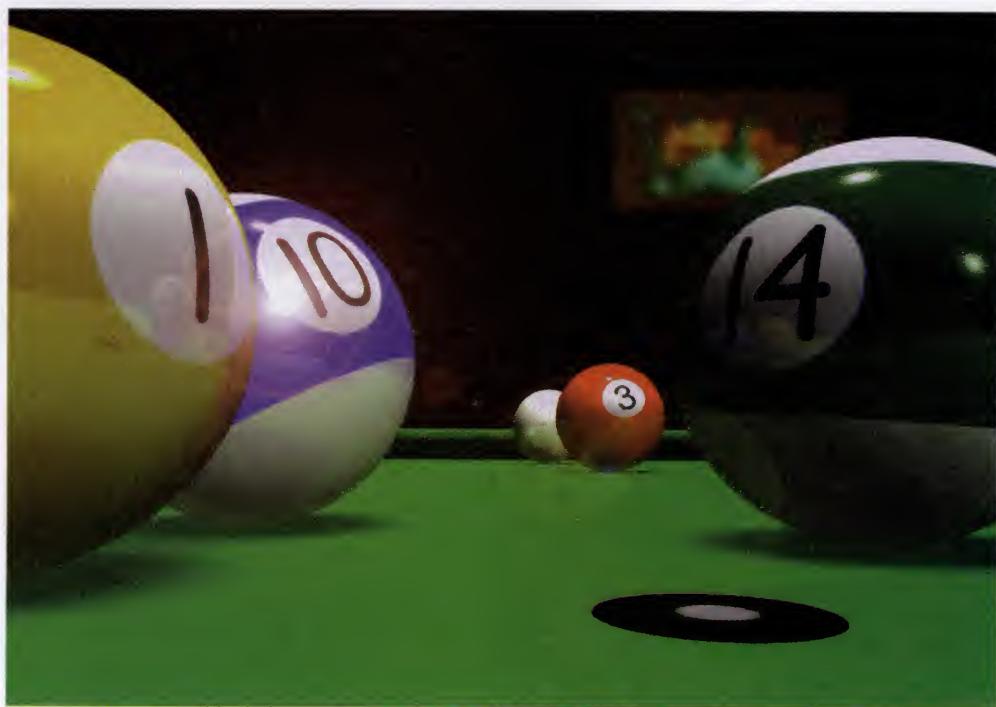
If you're going to use the word *virtua* in the title of your game, you'd better make sure that it is as virtual as a videogame can be. Some attempts at virtual sims in the past have failed because the game engine and its physics have not been spot on. Pool is the ideal game to create a *virtua* sim for, except that it needs an array of options to keep you coming back to the table. So with these points in mind, let's rack 'em up.



Pick a game, any game



It doesn't get any more exciting than this....



## How long is your options screen?

Virtua Pool 64 has managed to squeeze as many different games from a box of balls and a felt covered table as possible. Of course this can't be a bad idea, but when you're not too sure whether you're playing 8-ball or billiards, the appeal wears pretty thin, pretty quickly.

There are nine games in all, some having variations such as English Pub Rules, American Bar Rules, APA Rules and many others too obscure to list. Don't worry if you haven't spent your time moping around in a grotty English tavern when playing in Liverpool or a redneck-filled, Budweiser swilling dive when playing in Texas, because in-game help is provided for each variation that explains the subtle differences between each. The nine games include: Three Ball, Six Ball, Eight Ball, Nine Ball, Ten Ball (whatever happened to 1,2,4,5 & 7 ball I don't know) so you're starting to understand my 'lack of variety' point. In addition there is Rotation, One Pocket, Straight Pool and Bank Pool.

These four offer more variety than your run of

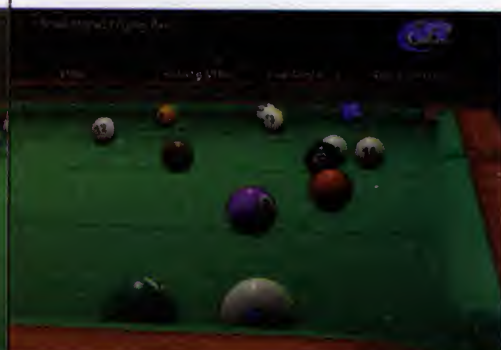
the mill 'numbered ball' games, but in its simplest form, you're still sinking the same old balls on the same old table. The game also offers an extensive list of trick shots with which you can hone your skills and, as you clock up the wins, records your scores for future gamers to gasp at.

## Crikey Cleetus, this is just like the real thang!

Where Virtua Pool 64 does break from the norm, is with its impressive physics and graphics engine. Although the choice of backgrounds and rooms to play in can only be told apart by which paintings are on the wall, the table visuals are really top notch. All surfaces have been nicely-rendered, always a difficult task with spherical objects. Even when having completely zoomed in or out, the balls maintain their curvature and shiny appearance, minus the rough edges that you've come to expect. This is all nicely topped off with Nintendo's 640-480 high resolution mode and



That cue ball looks like Steve's head.



That's our cue to get out of here....



"Your break"

You couldn't 'break' your way out of a paper bag.

complementary specular highlighting. Celeris have used an extremely accurate physics engine to simulate realistic table effects. Unlike some games where the ball trajectory is baffling and the collision speeds bewildering, Virtua Pool 64 has got it right on the ball.

#### A little bit more than just aim and hit

The control method in Virtua Pool 64 is very intricate. This isn't to say that it's hard to pick up (on the contrary), but it utilises every button on the controller. This is a major plus, as it enables you to really control the force, trajectory, spin, cue angle and other shot variations that you will undoubtedly wish to try. These range from the stroke sensitivity, to the camera movement, and even down to the 'cue butt' adjustment (now they're the kind of options that Steve would dearly love). Despite the fine tuning available, the camera angle adjustment is a touch fiddly, taking some time to line up the exact viewpoint you're after.



#### Level 2, going up

What seems to be a recurrent problem in all pool sims, as well as Casino games, is the horrific sound that accompanies it. I doubt that developers are of the opinion that repetitive, 'mute button inducing', elevator tunes really appeal to the gamers out there, yet time after time they stick in the same old crap. It's almost as if they've established the release date and a day before it's due out they suddenly remember: Oh s\*\*t, the sound. So some genius suggests: "I know let's take those Midi tunes from Casino '88 and make everybody play the game with no volume". What a smashing idea.

#### Let's sum it up

Celeris has created a very commendable pool game that remains very true to its real-life counterpart. At the end of the day, however, it is still only pool and you may find that the game lacks any real lastability. Alternatively, if you're a sim buff, and a pool one at that, or you've flunked school and are considering a life of pool-hustling, you can't go past Virtua Pool 64.



BUTTERFLY — Now you see them, now you don't

TRIANGLE MASSE — Even Mum will be impressed by this one

#### SECOND OPINION

A pool simulation for the N64? If I was a games developer, it wouldn't be my first choice as a killer piece of N64 software. The appeal of the sport comes from the skill needed to sink the balls with perfect shots. There's not a lot of strategy involved, it's just a case of you either being good enough to make the shot or lacking the skill and looking like a tosser as you completely stuff it up. In this computer game you can line up the perfect shot every time. Where's the fun in that? Nowhere I'm afraid.

- Narayan

#### THUMBS UP



- Finely tuned physics engine
- Impressive table visuals
- Ability to customise

#### THUMBS DOWN



- Extraordinarily awful sound
- Lacks long term appeal

PUBLISHER: INTERPLAY

DEVELOPER: CELERIS

GENRE: SPORTS SIM

RELEASE: APRIL

PRICE: \$99.95

RATING: G

PLAYERS: 1 - 4

RUMBLE PACK SUPPORT: NO

SAVE GAME SUPPORT: MEM PAK

#### GRAPHICS



#### SOUND



#### GAMEPLAY



#### OVERALL

7.5 | 10

# Magical Tetris Challenge

Troy Gorman - master of all things games, especially Tetris...

If you've just returned from a twelve year trip around the outer reaches of Mars you may not have ever played Tetris on any of the bazillion consoles or computers it has been converted to. Tetris is a puzzle game which involves arranging falling blocks together in horizontal lines. As the game progresses the blocks' speed continually increases until it is impossible to keep up.



While this sounds like a very lame game, the concept is so brilliantly addictive, yet mind-numbingly simple, that anyone and everyone loves this game. If you know anyone who claims not to like it, I put forward the proposition that they are either lying or lacking in mental competence. The puzzle game genre has been so influenced by Tetris that nine out of ten puzzle games are Tetris inspired: Columns, Dr Mario, Bust-a-



Mickey came down hard one too many times on his pogo stick

Move, Tetrisphere and Wetrix. There have been many revolutionary games like Donkey Kong and Streetfighter 2 that have spawned countless copies, but Tetris is the only one to have never been bettered. When the game was created, the graphics were below standard and they haven't improved. Over the years, different conversions have added varying backgrounds or textures but these have always been irrelevant window dressing. While mediocre

graphics are generally a weakness when judging a game, for Tetris it is a strength, because the appeal is entirely gameplay related. There is no other game which has aged so well. This brings us to this current version, Capcom's Magical Tetris Challenge, starring Mickey Mouse. Capcom have spent most of this decade making the Streetfighter series with Resident Evil and a few Gameboy games being their only exceptions. Before Streetfighter dominated Capcom's 32 bit



Tetris - it's just like chess!

programming agenda they were responsible for some of the best Super Nintendo games, including Super Ghouls n' Ghosts, Final Fight and UN Squadron. Tetris seems to be an odd choice as Capcom's first release on the N64, but since Resident Evil 64 is soon to follow, the competition for best third party programmer is getting tougher for the established developers, Iguana and Rare. Magical Tetris Challenge has the standard tetris game as well as a couple of extra modes. Magical mode has non-standard pieces and a magic meter, which wipes out most of the blocks when filled. Story mode lets you pick between Mickey, Donald, Goofy and Minnie. The cartoony look of



Donald often pops around to taste some of Minnie's cookies



You can tell from this shot that Goofy really blows...



Translation: Matt said you only charge \$10!

this Disney licensed game makes it possibly the best looking version of Tetris I've played. Between levels, story sections are included, although I doubt anyone, except the youngest of players, would really be interested. The multiplayer section only has a two player option. With four selectable



The disappearing points have been greatly reduced in Tetris

characters it doesn't make any sense to not have four player simultaneous action. The standard mode, called Endless Tetris, is only for one player. Overall, Magical Tetris Challenge is a good looking Tetris game that is mainly aimed at younger players.

## TETRIS 64



The game ROCKS! Tetris is a fantastic game usually, but this version has made fabbo improvements. Mickey and his buddies may have a better looking game but Tetris 64 is four player. When playing with two players you can mess up your opponent's game plan by adding blocks to the bottom of their play area. In a four player game you choose who it is you dump on by selecting them with the C-buttons. This makes it possible to gang up on one person, effectively nailing their ass to the wall. Knocking Narayan out every time, within ten seconds, was more fun each time we did it. Apart from the standard game, there are two new modes included, which can be played single or multiplayer. Bio-Tetris has non-standard pieces, similar to Magical Tetris. This adds

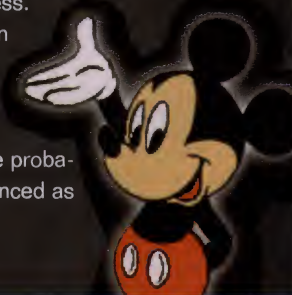
variety but hardcore Tetris fanatics get narky when you mess with the seven standard shapes. Giga-Tetris is the best multiplayer mode as it gives multiple lines quicker. Giga drops blocks which are regular shapes but enlarged four times. One long block covers the entire width of the column. When a line is made with large blocks, they split vertically and drop, setting off chain reactions. Even though this is a fun game, it is still a twelve year old puzzle game which, with only one player, runs just as well on the Gameboy. That should be taken into account when deciding between games like Turok 2 and Tetris 64. At the moment it looks unlikely that this version of Tetris will be released in Australia but we'll let you know if anything changes.



## SECOND OPINION

As a single player game I think that both Tetris games would only score about 6/10. This is because they lack the excitement of today's 3D extravaganzas. Grab a few of your mates to have a multiplayer game and all that changes. You forget about the graphics and just have a great time playing this addictive madness. However, the fun doesn't last forever and these multiplayer Tetris games are probably best experienced as rentals.

- Narayan



## THUMBS UP

- The best puzzle game ever hits the N64
- Disney characters adds atmosphere



## THUMBS DOWN

- Disappointing multiplayer modes
- Disney characters

PUBLISHER: CAPCOM

DEVELOPER: CAPCOM

GENRE: PUZZLE

RELEASE: APRIL

PRICE: \$99.95

RATING: G

PLAYERS: 1 - 2

RUMBLE PACK SUPPORT: NO

SAVE GAME SUPPORT: N/A

## GRAPHICS



## SOUND



## GAMEPLAY



## OVERALL

8 | 10



## — ACCESSORIES —



By now all the games you received for Christmas will be, well and truly, beaten. Unfortunately, your parents, who don't understand how much of a champion you are at Nintendo, will expect you to be satisfied until your birthday, without buying any more games.

So how do you survive with no new games for six months?

Peripherals. Accessories. Steering Wheels. Control Pads. Nothing breathes new life into old games like a new wheel or a super-responsive auto-fire controller.

### WHERE CAN I FIND THEM?

If you see an accessory that you want to get your hands on, then just ring up the distributor and find out where the closest shop is.

LIVEWIRE: (02) 94395005

UBI SOFT: (02) 93621414

HITECH WORLD: (02) 98077755

PLAYCORP: (03) 93292999

BAYFORM: (02) 93807055

LOGIC 3: (02) 94178333

HES: (02) 97730044

GREMLIN INTERACTIVE: (03) 98793588

NRG SOHO PRODUCTS: (02) 99380800

PADSPADSPADSPADSPADSPADSPADSPADSPADSPADS

## G64 Controller

PRICE: \$39.95

DISTRIBUTOR: **LIVEWIRE**

OVERALL 4|5

Apart from the funky clear look, the G64 Controller differs from the standard pad by adding three extra buttons; slow motion, auto fire and turbo. A slow-mo feature has been on pads since the 8-bit NES and has never worked very well. This is no exception. Auto fire allows a machinegun like effect on any button. Turbo is designed for programming multiple moves in as one key press. This feature works as well as the slow motion. At \$10 cheaper than the standard pad, with auto fire, it's definitely a good buy.



## Competition Pro

PRICE: \$49.95

DISTRIBUTOR: **MAINSTREAM INTERACTIVE**

OVERALL  
4|5



This is another great alternative to the regular pads. It comes in multiple colours and features auto-fire and slow-motion as standard. Unlike most other auto-fire and slow-motion pads, you don't have to pay an extra \$30 for the extra features. The analogue pad controls just as well as the regular N64 pad and Super Pads. The D-pad is a little flimsy, but when in use we had no problems using it to kick butt in any 2D game. The buttons are also nice and of a similar high quality to the original N64 pad, and they are spaced a good distance apart to assure ease of use. Overall, another great choice if you're after extra pads.

## Mako Pad 64

PRICE: \$59.95

DISTRIBUTOR: **NRG SOHO PRODUCTS**

OVERALL  
3|5



This is a very unusual pad because it abandons the 'three-handgrip' style of all other Nintendo pads. By putting the D-pad and analogue pad on top of each other, the makers are able to compress everything into two handgrips. At first the pad feels quite awkward but if you persevere for a few minutes you start to get used to it. Surprisingly this new setup is really good and gives you a better sense of control over the pad. It may not be quite as comfortable as the regular pad but it works very well and gives you better access to all the buttons. One thing you have to watch with this pad is that it doesn't tend to stand up to rough treatment. The two we have at the office were broken during the roadtesting. So unless you're a careful player you might want to keep shopping around.

# PADSPADSPADSPADSPADSPADSPADSPADSPADSPADS

## Naki Advanced Controller Pad

PRICE: \$39.95/\$49.95 WITH MEM PAK  
DISTRIBUTOR: HITECH WORLD

OVERALL

3.5/5



Naki's pad has programmable auto fire buttons and slow-mo. It also has a circular, rather than square D-button. Unfortunately, this control pad feels a bit stiff and lacks the responsiveness of the regular pads.

## Trident Pad

PRICE: \$49.95  
DISTRIBUTOR: LOGIC 3

OVERALL

3.5/5



This is the same as the Thunder Pad but with a rubbery coating. If you need extra grip for your controller it's yours for \$10 more.

## Thrustmaster Stingray

PRICE: TBA  
DISTRIBUTOR: PLAYCORP

OVERALL

3.5/5



The Stingray is a very comfortable pad with auto fire capabilities. The colour is matt black underneath and glittery green on top. The digital control is a bit too loose but, other than that, this is a pretty well rounded pad.

## Trident pro pad

PRICE: \$59.95  
DISTRIBUTOR: LOGIC 3

OVERALL

3/5



This pad is identical to the standard Trident pad except that it sports advanced features like auto-fire and slow motion features. Whilst these features are useful, they are not as necessary in today's games where button bashing gameplay is a thing of the past. Not a pad that can be recommended, mostly because of its price.

# PADSPADSPADSPADSPADSPADSPADSPADSPADSPADS

## Thunder Pad

PRICE: \$39.95

DISTRIBUTOR: LOGIC 3

OVERALL

4|5



This is one of the more comfortable third party controllers I've used. It has a very sleek construction that works well. Unfortunately though, the analogue stick is very stiff. This means that 3D games like Goldeneye, that require a lot of precision, are difficult to play with this pad.

## Super Pad 64

PRICE: \$39.95

DISTRIBUTOR: NRG SOHO PRODUCTS

OVERALL

4|5



This is a very good alternative to the regular Nintendo pad. It is \$10 cheaper and has everything the regular pad has. The analogue pad even feels a little better because it is a bit bigger and it is not quite as loose as the standard N64 pad. The d-pad can be a bit of a pain because it is too hard. This means that after excessive play you're often left with a sore thumb. Unfortunately the trigger is not quite as sensitive as it could be because, if you only press it very lightly it will often not register. This is only a small problem that doesn't stop this pad from being a good choice for the price.

## Trilogy 64

PRICE: \$79.95

DISTRIBUTOR: UBI SOFT

OVERALL 3.5|5

The good thing about this pack is that it includes a pad, a rumble pack and a memory card; all for \$80. The pad is not too bad. The buttons are great for fighting games because they are the largest, best spaced and strongest of any of the pads. The d-pad is also well suited to fighting games because all moves are easily pulled off. The problem with this pad is the analogue stick. The top of the grip is curved inwards, unlike the normal ones that curve outwards. This means that your thumb has a tendency to slide off the top of the stick if you are not careful. The pad may not be perfect but this pack represents great value.



# WHEELS WHEELS WHEELS WHEELS WHEELS

## Top Drive Plus

PRICE: \$189.95

DISTRIBUTOR: LOGIC 3

OVERALL **5|5**

This is, by far, the best wheel of the bunch. All the buttons are programmable. The pedals are the largest and most comfortable. The steering sensitivity can be adjusted. There is the choice of internal or external rumble paks. Unfortunately, the wheel requires batteries to operate rumble mode. Analogue and digital modes are supported. The gear stick is strong, as is the overall construction. It's a great wheel but it's definitely expensive so if you're short of cash you should look at some of the cheaper models.



## G64 Steering Wheel with Rumble Effect

PRICE: \$149.95

DISTRIBUTOR: LIVEWIRE

OVERALL **3.5|5**



The G64 Steering wheel is a fairly compact and sturdy unit. The pedals are programmable so it doesn't matter whether the game you are playing has button reconfiguration options. The built-in rumble effect works better than wheels that must have a rumble pak plugged in. The rumble can also be switched off. The gears are mounted on the wheel, but instead of a lever on each side there is only a lever on the right which can be pushed in two directions. The gear lever operates as C-up and C-down buttons only. The feel of the wheel is not as smooth as some wheels but it works well. The analogue pedals are a good size and comfortable to use.

## Mad Catz

PRICE: \$129.95

DISTRIBUTOR: H.E.S.

OVERALL **3.5|5**



This wheel has a very nice feel to it and the pedals are great. The gear stick works well but it would have been a bit better if there was a definite click or something to let you know you've changed gears. The button's construction isn't as good on the Mad Catz as it is on the other wheels but they still do the job quite well.

# WHEELS WHEELS WHEELS WHEELS WHEELS

## Race 32/64 Compact

PRICE: \$119.95

DISTRIBUTOR: UBI SOFT

OVERALL

4|5



The rumble effect doesn't usually work well unless the effect is built in. This wheel is the exception because of its small size and the fact that the pak plugs into the wheel rather than the base. It has clamps at the bottom to fix it firmly to a desk or table. The lack of pedals may not suit everybody. The gears are Formula 1 style (on the wheel). The best feature is that every button is configurable. Analogue and digital modes are selectable. At \$119.95, it's one of the best buys on the market.

## Top Drive 3

PRICE: \$119.95

DISTRIBUTOR: LOGIC 3

OVERALL

4.5|5



The Top Drive 3 is basically the Top Drive Plus without all the trimmings. It still has programmable buttons, adjustable steering and sturdy construction. It doesn't have a gearstick or pedals, although it does have sockets where they can be plugged in. The internal rumble is missing but the external one works well. Although it lacks some of the features of the Top Drive Plus, at \$119.95 this represents the best value steering wheel on the market.

## V3 Racing Wheel 64

PRICE: \$149.95

DISTRIBUTOR: NRG SOHO PRODUCTS

OVERALL

4|5

This is definitely one of the better wheels available for the N64. It may not have a gear stick like some of the wheels, but gear sticks are a bit of a mixed blessing. They do add to the atmosphere but it means you must always drive one handed with your other hand on the gear stick. This means you don't have quite as much control over your car as if you can use both hands. This is probably why the gears are mounted on the steering wheel in real formula 1 cars. Another great feature is that every single button can be reassigned to any other button. The driving action of the wheel is great. The pedals work fine and are really solid in construction, meaning that you won't break them with a accidental stomp. The column is extendable in length and it's also tilt-adjustable.



# WHEELS WHEELS WHEELS WHEELS WHEELS

## Thrustmaster NASCAR Race-pro

PRICE: TBA

DISTRIBUTOR: PLAYCORP

OVERALL

3.5/5



The shape of this wheel is one of the best. Most wheels have a flat base with suction caps to sit on a flat surface but the Thrustmaster has two concave sections moulded to sit snugly on your legs. The gear stick sits to the right unlike real cars in Australia, but exactly the same as all video game steering wheels. The wheel is not programmable at all, relying on the software to decide whether button functions can be re-assigned. The pedals are miniature and uncomfortable to use. I had to place my hand on the rumble pak to make sure it was working. The handling of the wheel is pretty realistic. The wheel is so big that the rumble pak is too small to have any effect. Overall a good wheel let down by minor problems.

## Ultra Racer 64

PRICE: \$89.95

DISTRIBUTOR: NRG SOHO PRODUCTS

OVERALL 4/5

This little pad is a great alternative to the big wheels because its wheel can be controlled very precisely with a few fingers. It lacks the driving atmosphere of the larger wheels but because of its size you can make turns much quicker, giving you much better control over your cars. Importantly, the pad supports the same button re-allocation method as the better wheels. The pad also has a unique double trigger mechanism. Instead of the usual trigger that is just a single button, it has a movable trigger that can be pulled back for acceleration or pushed forward for braking. This trigger also supports analogue movement for greater accuracy in acceleration and braking. So if you're more interested in getting faster lap times than that 'racing feel' the Ultra Racer may be just the thing for you.



# MEMORY MEMORY MEMORY MEMORY MEMORY

## Naki Memory Card Plus

PRICE: \$29.95

DISTRIBUTOR: HITECH WORLD

OVERALL  
**2.5** | 5



This mem pak is a very tight fit in the official Nintendo pad. It fits well in the Naki pad.

## N64 Memory Card 256k

PRICE: \$24.95

DISTRIBUTOR: LOGIC 3

OVERALL  
**3** | 5



Standard size mem pak in five different colours

## N64 Memory Card 1M

PRICE: \$44.95

DISTRIBUTOR: LOGIC 3

OVERALL  
**4** | 5



Four times the memory for less than twice the price. Bargain!

## Memory 64 DLX

PRICE: \$39.95

DISTRIBUTOR: UBI SOFT

OVERALL  
**4.5** | 5



1 megabyte of memory for quadruple your saving pleasure. And it's only \$39.95.

# RUMBLE RUMBLE RUMBLE RUMBLE RUMBLE

## Rumble Pack

PRICE: \$24.95

DISTRIBUTOR: NINTENDO

OVERALL  
**3.5** | 5



The standard pack works quite well but it lacks a 'high' rumble mode and is more expensive than most packs.

## Tremor Pack

PRICE: \$19.95

DISTRIBUTOR: NRG SOHO PRODUCTS

OVERALL  
**4** | 5

This is a great little rumble pack. It has two modes of rumble – high and low. The low mode is the same as normal packs but the high mode really shakes the hell out of your pad. This high rumble mode is especially useful if you want one of the wheels because the normal packs don't shake a big steering wheel as much as you might like. The pack also takes advantage of AA batteries instead of AAA batteries for extra power. All this and it's \$5 cheaper than the standard pack. Highly recommended.



## Advance Rocker Pak

PRICE: \$24.95

DISTRIBUTOR: HITECH WORLD

OVERALL  
**3** | 5



This rumble pak vibrates so violently it feels like the pad is coming apart. It's too much rumble for a pad but works well in steering wheels which require more movement to feel it. Batteries aren't required, but it is still very bulky.

## Rumble Shock

PRICE: \$14.95

DISTRIBUTOR: BAYFORM

OVERALL  
**4** | 5



This is the best value rumble pak. \$5 cheaper than its nearest competitor and \$10 cheaper than the the official pak. Highly recommended.

## Vibration Pack

PRICE: \$24.95

DISTRIBUTOR: LOGIC 3

OVERALL  
**4** | 5

Battery operated two speed rumble pak. This pack offers little in the way of value or features over the standard pak so it's not outstanding.



## LX4 Tremor

PRICE: \$24.95

DISTRIBUTOR: LIVEWIRE

OVERALL  
**4.5** | 5



The LX4 Tremor pak works well with all games. It doesn't require batteries which makes it light and compact. Much better than the standard pak.

# RUMBLE MEMORY RUMBLE MEMORY RUMBLE

## LX4 Tremor with Memory

PRICE: \$49.95

DISTRIBUTOR: LIVEWIRE

OVERALL

4|5

This is the same as the LX4 Tremor, but with 1 megabyte of memory. This is four times the standard N64 memory pak. There is a button on the pak to switch between the rumble and four memory slots. No batteries are required, making it light and compact. The rumble works well unlike previous rumble/memory combinations. There's no longer any need to swap paks to save games. It may not be the cheapest but it's our favourite because it's much lighter and sleeker than the other combination paks.



## Access Line Shock Memory Pack

PRICE: \$39.95

DISTRIBUTOR: UBI SOFT

OVERALL

4|5

This is a good combination rumble pak. It has 1Mb of memory but unfortunately it needs batteries.



## Rumble Shock Memory

PRICE: \$29.95

DISTRIBUTOR: BAYFORM

OVERALL

4.5|5



With 1Mb of memory, this is the best value rumble/mem pak available. A great buy.



## Memory Rocker Pak x 4

PRICE: \$39.95

DISTRIBUTOR: HITECH WORLD

OVERALL

4|5

This is the same as the Memory Rocker Pak, with four times the memory for only ten dollars more. The best value of the Rocker Paks so keep your eye out for it.



## Vibration Memory Pack 256k

PRICE: \$39.95

DISTRIBUTOR: LOGIC 3

OVERALL

3|5

Battery powered rumble pak with 256k memory. Good but expensive.



## Vibration Memory Pack 1Mb

PRICE: \$59.95

DISTRIBUTOR: LOGIC 3

OVERALL

3|5

Battery powered rumble pak with 1Mb memory. It's also a bit too expensive to be worthwhile.



# EXTRA EXTRA EXTRA EXTRA EXTRA

## Logic 3 Game Multi-case

PRICE: \$79.95

DISTRIBUTOR: LOGIC 3



This is a limousine carry case. It easily fits an N64, four controllers all your cables and heaps of games. There are two exterior pockets and multiple sections in the main pocket. There are handles to carry it as a suitcase or an optional shoulder strap. While this case is great for protecting your most valuable possession, it costs as much as a game, which must be taken into account when deciding on whether you really need a carry bag.

## Naki Power Bag

PRICE: \$29.95

DISTRIBUTOR: HITECH WORLD



This is a sturdy carry bag for your N64. It comes in stylish black with a convenient shoulder strap. There is a separate pocket which holds about six carts. Unfortunately there is only space for one controller, apart from that, this is ideal if you're constantly lugging your Nintendo to houses of your poor PSX owning friends.

## Bayform Console Bag

PRICE: \$29.95

DISTRIBUTOR: BAYFORM



This bag is one tough mutha. To test its console protection capabilities, an N64 was placed inside, with a control pad and three games. After being used, as the ball, in a forty-five minute game of inter-mag office football, the Nintendo still worked perfectly! (By the way, the final score was; N64 Gamer 8, Hyper 4). Essential stuff for anyone who can't be seen without their N64.

## Multi RF/AV Selector

PRICE: \$42.95

DISTRIBUTOR: HITECH WORLD



Are you one of those sickos who has every games console on the planet? Do you have cables and wires all over the place and have run out of inputs for your video? Well this little adaptor is all you'll ever need. It is a pretty cool device for those of you with multiple consoles and a television with only one video channel. You can put four Audio/Visual inputs and then by pressing a button select which one goes into the television.

# EXTRA SE EXTRA SE EXTRA SE EXTRA SE EXTRA SE

## CABLES



### Naki Pro Extension Cable

PRICE: \$19.95

DISTRIBUTOR: HITECH WORLD

I love extension cords. One for each controller it's mandatory to prevent having to sit on top of the TV, or the N64 having to sit in the middle of the room where clumsy parents trip over it.

### Logic 3 N64 Extension Cable

PRICE: \$19.95

DISTRIBUTOR: LOGIC 3

Extension cords are a great accessory. They are both the same price.



### Logic 3 SCART AV Cable

PRICE: \$29.95

DISTRIBUTOR: LOGIC 3

This is a standard N64 cable packaged with a SCART adapter. If your television has a SCART input you can use this instead of your AV input. A proper SCART connection give a superior picture, but since this only uses a standard AV cable, the picture will be the same. As the cable is the same as the one which comes with the N64 you'll now have two identical cables. Not recommended.

## Naki Video Game & Cartridge Cleaning Kit

PRICE: \$9.95

DISTRIBUTOR: HITECH WORLD



This cleaning kit can be used with any console but is still utterly useless. I have never needed to clean a cartridge in my entire life and never had a problem because of it. If you have immersed a cartridge in something like custard this may help, but otherwise don't waste your money. Carts are sturdy and designed to last on their own.

## ADAPTORS

### SFX V3 Adapter

PRICE: \$39.95

DISTRIBUTOR: HITECH WORLD



This handy little device allows you to play American and Japanese games on your Aussie machines. The only problem is that the signal changes from the standard 50 hertz signal to a 60 hertz signal when you play overseas games. What this means in 'english', is that unless you have a television that is 'NTSC' compatible and supports a 60 Hz refresh rate, you can't use this converter. If you try to, it will result in your TV's screen flashing madly. Make sure you find out about your T.V first (look in the instruction book) as some retailers may not be too happy to exchange this after purchase.

### RFU Adaptor

PRICE: \$39.95

DISTRIBUTOR: NRG SOHO



A necessity for anyone that doesn't have audio-visual connectors on their television. However, steer clear of this if your television can handle A/V because the picture is not quite as good. This is \$10.00 cheaper than the official adaptor so keep your eye out.

# Rogue Squadron Playguide II

1

**Beggar's Canyon**











In this level you get to race a few of your flying buddies in Sky-Hoppers. They were never featured in the Star Wars movies but you can see Luke playing with a model of one in the scene where he is cleaning up R2-D2 and C-3PO after buying them from the Jawas. The Sky-Hoppers are very fast but they have poor cornering ability which means you'll

have to be careful on this race. There are three possible races that you can compete in to earn the bronze, silver and gold medals. The easiest path is the one that just goes straight ahead. The second easiest track branches off to the left and the most difficult track branches off to the right. To win gold you must beat Wedge Antilles himself. In all

the courses the way to win is to cut the corners as sharply as you can. However, the Sky-Hoppers are very fragile so you can't hit the canyon walls much before you see yourself go up in smoke. You also need to be careful not to touch the other Sky-Hoppers you're racing against because the slightest touch is enough to disqualify you.

2

**The Death Star Trench**

The famous Death Star trench-run has been recreated in all its glory. Even Han Solo's cameo appearance where he flies out of nowhere to blow away a few Tie-Fighters has been included. Basically the aim of this mission is to destroy as many of the laser turrets as possible. The smaller ground turrets can be taken out quite

easily with your lasers. However, the turrets sitting on top of the towers can be a bit trickier. It is possible to take them out with your lasers if you have enough distance and you aim for the top of the towers. It's probably easier to take most of them out with a well aimed missile though. You can try to take out a few of the Tie-

Fighters that are flying past but they're pretty fast and you're probably better off concentrating on the laser turrets to clock up the necessary kills. After making it all the way along the trench you'll have to slow down for the final bunch of turrets. It'll also help if you have saved a few missiles to finish them off with.

3

## Battle of Hoth



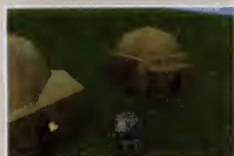
This is by far the best of the three bonus levels. You come screaming over the snowy hills of Hoth to see the massive transport ships and a squadron of X-Wings waiting to take off. It feels exactly like the scene in *The Empire Strikes Back*. After shooting down a bunch of Imperial Probe Droids you'll see a cutscene of a Rebel pilot being attacked by two AT-STs. Now fly over some ice canyons and defeat the

three AT-STs you find. After killing these, follow your radar over some mountains. You'll see Two AT-ATs and four AT-STs providing backup. Shoot the two AT-STs following behind the AT-ATs first. Now use your tow cable (left yellow button) to trip the two AT-STs over. Simply slow your Snow Speeder down and fire off the cable as you pass closely by the AT-AT's legs, then circle around them

until they trip. Now take out the two AT-STs in front and get ready for the other team. There is another AT-AT with some backup AT-STs coming to the Rebel base from another direction. Take these Imperials out and you will have successfully saved the Rebels from the Imperial attack on Hoth. Congratulations, it's time for Luke to head off to Dagobar to train with Yoda - pity there's no bonus level for this.

## SECRETS

### AT-ST BONUS LEVEL



If you enter the code "CHICKEN" in the passcodes screen then you can access a secret level in

which you take control of an Imperial AT-ST Walker. Taking control of the Walker means you get to go up against the Rebels in a mission where you have to destroy a shield generator and prevent them escaping in a shuttle.

### DRIVE A CADILLAC



Type in "KOELSCH", pick a mission where you can fly the V-Wing and you will be able to fly a Cadillac. I kid you not - you can actually fly an American Cadillac around the normal levels. It has the same abilities as a V-Wing and it's actually quite a good craft.

### FLY THE MILLENNIUM FALCON

Put "FARMBOY" into the passcodes screen and



you can take the role of Han Solo and fly his awesome Millennium Falcon around the levels. The best thing about the Millennium Falcon is that you don't have to bother aiming the lasers. You can just concentrate on flying because there are gunners controlling the lasers and they automatically target the nearest Imperials.

### FLY THE TIE INTERCEPTOR



Entering "TIEDUP" at the passcodes screen allows you to fly the super fast Tie-Interceptor. It's hiding behind the Millennium Falcon in the hangar where you select your craft. The Tie-Interceptor can be used on all levels.



### ALL POWER-UPS

If you're finding the game too difficult then you can enter "TOUGHGUY" to get all the power-ups for every craft.

### INFINITE LIVES CODE

If you're a total wimp then you can enter "IGIVEUP" at the passcodes screen and you will now have unlimited lives.

### LEVEL SELECT

Type "DEADDACK" in the passcodes screen to open up every single level - even the bonus three levels are accessible. Try to only use this code if you get really stuck though, because fighting through all levels in order is a lot of fun.

Have you got any old carts sitting around doing nothing? If so, send your details, along with the name of the carts you have, to the N64 Gamer Trader page. You can sell or trade them and then use the cash to go out and get more great N64 Gamer magazines! Also, if you are looking for some cheap carts to pick up, this is the place to be!

**N64 Trader Page**  
N64 GAMER MAGAZINE  
78 Renwick St  
Redfern NSW, 2016

## NEW SOUTH WALES

### ATTENTION: N64 OWNERS.

I have a copy of S.C.A.R.S. and Buck Bumble both on N64. These have never been opened and are in brand new condition. They are for sale at \$50 each. That's half the retail value!

Carl, Sydney

**(0413 075 808)**

**1080**, Kobe Bryant, WWF Warzone for sale, or will swap for WCW vs NWO Revenge.

Thibaud Cantin, Sydney

**(02) 92675636**

**Turok 2** - \$70.

Nathan, Bexley

**(02) 95538753**

**Super Nintendo with 2 pads** -

\$75, SNES games, Mario All-Stars - \$25, Toy Story - \$30, Donkey

Kong 3 - \$30, Yoshi's Island - \$30, or \$150 for the lot. Gameboy - \$40, Sega Master System with 2 pads and 10 games - \$135.

Mark, Mt White

**(02) 43701162**

**Diddy Kong Racing** - \$45, F1 World Grand Prix - \$45, Super Mario 64 - \$45, or will swap for ISS '98, Turok 2, Madden 99.

Brett Anderson, Newcastle

**(02) 49558098**

**WCW v. NWO Revenge** \$55 and Fighters Destiny \$40. Will consider swaps.

Keith, Belmore

**(02) 97183983**

**Turok 2 (NTSC)** - \$80, Mission Impossible - \$70, Wave Race - \$50, Blast Corps - \$45, Nagano Winter Olympics - \$50. All fully boxed with cheats.

Brad Jerrett, Nowra

**(02) 44460632**

**Forsaken** \$35, Mischief Makers \$20, Yoshi's Story \$25, Clayfighter \$15 and Wargods \$15. Will also swap for 1080 Snowboarding, Wave Race 64, WWF Warzone or Glover.

Sheldon, Berkshire Park

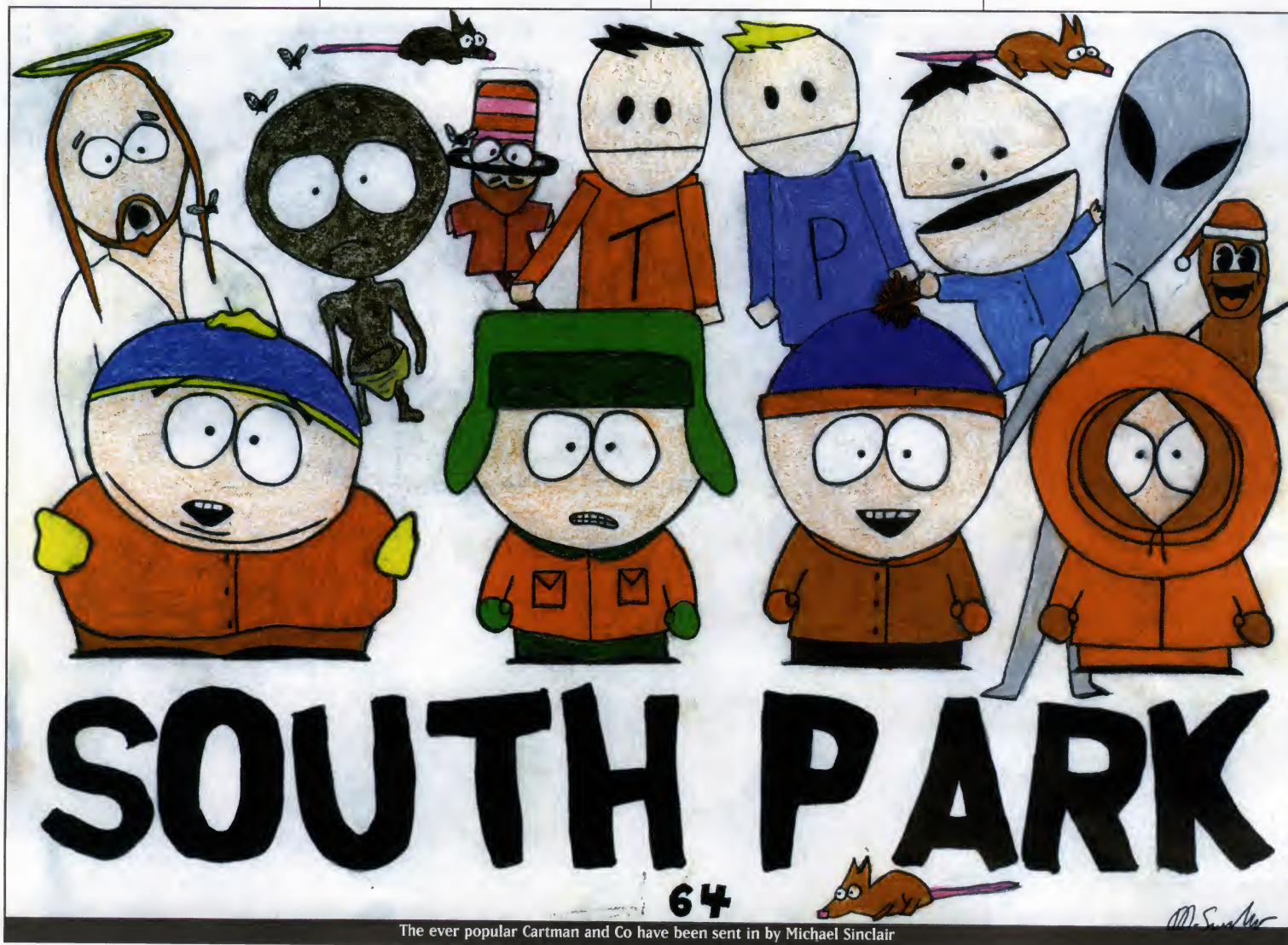
**(02) 45726668**

**Black Gameboy** with Donkey Kong Land, NBA All-Star Challenge 2 and Gameboy Gallery. Will swap for either Goldeneye, Quake, F-Zero X, Wave Race or another N64 game.

Matt, Dorrigo

**(02) 66572165**

**Super Nintendo** with 2 controllers and Super Mario World - \$20, James Bond Jr - \$10, Donkey Kong Country - \$10, Nba Jam TE - \$10, Top Gear - \$10, Streetfighter



The ever popular Cartman and Co have been sent in by Michael Sinclair

2 - \$10, or \$50 for the lot, Doom 64 - \$30, Shadows of the Empire - \$30. All with boxes and manuals.  
*Benjamin Ashcroft, Stanford Merthyr*  
**(02) 49361058**

**Wanted** - Yoshi's Island or Super Mario Kart on SNES. Will pay \$35 or swap for one of the following SNES games; Earth WormJim, Super Mario Allstars, Super Metroid, Super Morph, F-Zero, Double Dragon.

**Mission Impossible** - \$85 ono, with box and poster  
*Mitchell K*  
**(02) 42292196**

**WCW vs NWO**, Mario Kart, Super Mario 64 for sale or will swap for 1080 Snowboarding, San Francisco Rush, Bio Freaks, Killer Instinct, WWF Warzone or V-Rally  
*Tim, Lismore*  
**(02) 66244315**

**Mario 64**, Crusin' USA, Lylat Wars, Diddy Kong Racing and Nagano Winter Olympics. \$30 each or will swap for Extreme G 2, All Star Basketball 99, Zelda 64 and Top gear Overdrive. Super Nintendo with two controllers, Super Gameboy and 2 games - \$65. SNES games Super International Cricket, Michael Jordan, Syndicate and Nigel Mansell's World Championship Racing, \$15 each.  
*Jack, Drummoyne*  
**(02) 97139599**

**Zelda 64** - \$60  
*Chris, Gunnedah*  
**(02) 67425430**

**Shadows of the Empire** with rumble pak and cheats - \$50, or will swap for Turok 1, Crusin' World, Duke Nukem, Mortal Kombat 4 or 1080 Snowboarding.  
*Toby, Sydney*  
**(02) 95708773**

**WCW vs NWO**, will swap for WWF Warzone  
*Luke, Campbelltown*  
**(02) 46264891**

**Cruisin' World** - \$80, or will swap for Banjo-Kazooie or F1 World GP  
*Gavin, Sydney*  
**(02) 98717625**

**Ultra Racer 64 controller.** Mini Steering wheel, multi function/changeable buttons. Ideal for racing games - \$40  
*Paul, Sydney*  
**(02) 97164327**

**Diddy Kong Racing** - \$45, Snowboard Kids - \$35, or will swap for Turok 2, Mission Impossible, WWF Warzone or Spacestation Silicon Valley.  
*Tim, Sydney*  
**(02) 94162219**

**F1 Pole Position**, swap for Zelda, Revenger Rumble Pak.  
*Scott, Harbord*  
**(02) 99384002**

**Pilot Wings**, Killer Instinct, Extreme G, Lylat Wars (with rumble). To swap for Bust-a-Move, Madden 64, ISS 64, Mario Kart, Diddy Kong Racing. Will swap two for one or sell.  
*Jeff, Kellyville*  
**(02) 96293105**

## VICTORIA

**WWF Warzone.** Will swap for F-Zero X.  
*Nathanael Gilbert, Werribee*  
**(03) 97488305**

**Mario Kart 64** - \$30, Crusin' USA - \$30  
*Andrew Golsworthy, Mortlake*  
**(03) 55992050**

**Cruisin' USA** - will swap for World Cup '98, FIFA: Road to World Cup '98 or NBA Hangtime or any other good game.  
*George, Thornbury*  
**(03) 94802391**

**Super Mario 64** - \$40, Donkey Kong 2 (gameboy) - \$45, Bugs Bunny Crazy Castle (gameboy) - \$40, or \$100 for the lot.  
*Craig S. Wangaratta*  
**(03) 57218055**



Our thanks goes out to G. Frizzell for sending in this cool Yoshi pic.

**2 N64 Mad Catz Steering Wheels** - perfect condition - (with built in rumble paks) - paid \$260 for both - sell for \$160 (\$85 each)  
*Ben*  
**(03) 95331095**

**Mario 64** (with playguide) and Lamborgini 64 - will swap for WWF Warzone, 1080 Snowboarding, F-Zero X, F1 World Grand Prix - or any other good game  
*James, Victoria*  
**(03) 54295984**

**Bomberman 64** - \$40, or will swap for F-Zero X.  
*David, Wonthaggi*  
**(03) 56725001**

**Mario 64** and Nagano Winter Olympics to swap for WCW vs NWO, NASCAR 99 or WWF Warzone.  
*Travis Barratt, Hoppers Crossing*  
**(03) 97486424**

**Shadows of the Empire**, Aero Gauge, FIFA 64, GT 64, F1 Pole

Position 64, Clay Fighter, Hexen, Mischief Makers, 1080 Snowboarding, Extreme G, Forsaken. \$50 each or \$450 the lot.  
*Charlie Tickler, Malvern*  
**98247031**

**Air Boarder 64** - \$60.  
*Andrew Norman, Eltham*  
**(03) 94391796**

**F1 Pole Position** - \$35, or swap for Diddy Kong Racing or Snowboard Kids.  
*K Porter, Frankston*  
**(03) 97765392**

**WCW v. NWO World Tour** \$80, Star Wars: Shadows of the Empire \$50 - both for \$120  
*Mitchell, Wynnum*  
**(03) 33960781**

**Wanted:** Lylat Wars or All Star Baseball '99 - will swap for WCW v. NWO: World Tour or Blast Corps  
*Ben, Healesville*  
**(03) 59624594**



Kai Lindsay has drawn this fine pic of Turok laying waste to some dino-scum.

## WESTERN AUSTRALIA

**1080 Snowboarding** - \$60, Top Gear Rally - \$50, Super Mario 64 - \$30, F1 Pole Position - \$40, NBA Hangtime - \$40, Nagano Winter Olympics - \$50, Yoshi's Story - \$50, 2 mem paks - \$15 each. All with boxes and instructions

Graham Stonehouse, Morawa  
(08) 997711229

**Top Gear Rally \$65**, Lylat Wars (without rumble pak) \$65 and Mortal Kombat 4 \$75. All Negotiable. Will also swap for International Superstars '98 or 1080 Snowboarding.

Nick, Perth  
(08) 9279 8612

**Gameboy Pocket** with Super Mario Land 2, Donkey Kong Land

2 and Donkey Kong 3 for \$75 ono.  
Harry, Kardinya  
(08) 93313106

**WCW vs NWO: World Tour** - \$70, Forsaken - \$65, Lylat Wars (no rumble pak) - \$40 or will swap for WCW/NWO Revenge or WWF Warzone. SNES with 2 controllers and sim city - \$40 ono.

Brad, Lesmonde  
(08) 92918628

## SOUTH AUSTRALIA

**F1 World Grand Prix** - \$50.  
J Stansfield, Woodcroft  
(08) 83814621

**Diddy Kong Racing** - \$50, Duke Nukem - \$50. Both for \$80  
Tim, Adelaide  
04130592331

## TASMANIA

**Lylat Wars** - \$40, with rumble pak - \$60.

Daniel O'Connor, Tasmania  
64272880

## QUEENSLAND

**Wave Race** and Crusin' USA - \$30 each, or will swap for Super Mario 64 or Banjo Kazooie.  
Michael, Brisbane  
(07) 32698662

**WCW vs NWO: World Tour**, Lylat Wars and Goldeneye. Will swap for WWF Warzone or San Francisco Rush.  
Tom, Kingaroy  
(07) 41636136 7pm to 10pm

**Wanted:** Nintendo

Entertainment System (NES) - with games: Kid Icarus, Gradius, Metroid and Kung Fu. Will pay good money and will buy games separately.

Daran, Innisfail  
(07) 40617835

**Games for sale:** Mario \$30, Wave Race \$30 and Duke Nukem \$30

Darren, Bundaburg  
0418794211

**Mission Impossible** - \$75, Mace - \$50, World Cup 98 - \$70. Will swap or sell.  
Daniel, Currumbin Waters  
(07) 55985777

**Goldeneye**, Wave Race, Lylat Wars for swapping.  
Richard Kneller, Bribie Island  
(07) 34086157



### **Banjo-Kazooie**

#### **Refill Eggs, Red Feathers, and Gold Feathers At Once**

Once you have all 3 Cheato book codes, you can go to the floor of the Sandcastle and enter these letters to refill everything all at once: **BLUEREDGOLDFEATHERS**

### **Buck Bumble**

#### **Special Gun**

On mission 6 there is a special gun you can get. First pick up the nuclear device and then while carrying the device, fly up towards the mountains to a steel like drum. Fly over the drum and a special gun will appear and some ammo with it!

### **Legend of Zelda**

#### **Biggest Bomb Bag**

Go to Goron City. The big Goron that rolls around the middle level is the person who gives you the biggest bomb bag. You use a bomb to stop him. He then asks why you stopped him. Before he starts rolling again use another bomb or bombchu. Then he congratulates you for your guts and

then gives you the biggest bomb bag in the game. This bag holds 50 bombs.

#### **Extra Bottles**

To get extra bottles go to a place where there are fish swimming in a shallow pool, like the hole behind the potion shop in Kokariko Village, or Zora's fountain. Equip a bottle, and swipe at a fish. When he is in mid-swipe pause it and equip something useless in the bottle's place (like the receipt from the sword) and it will turn into a bottle. DON'T use something important, because you might not be able to get it back.

#### **Hidden Gold Rupees**

Don't wait until you have 100 Gold Skulltulas to get the golden Rupee, get it as soon as you get bombs. As either Link, go to Kakariko Village. Right when you walk in there is a tree in the middle. Take about 10 paces directly behind that tree and you should be in the centre of a somewhat open area in the town (if you have the Stone of Agony, you will feel it rumble). Place a bomb there and

back away. When it explodes there will be a hole in the ground, kill the two mummies with the Song of the Sun and your sword. A treasure chest will appear with a golden rupee inside.

#### **Magic Arrows**

##### **Fire Arrow -**

In Lake Hylia, walk across the bridges to get to the tree. Play the Ocarina to make it night time. Equip your bow. Play the flute again, then shoot the sun.

##### **Ice Arrow -**

In the Gerudo training course, you must collect keys. When you have at least 5, walk into the door in front of the entrance, and use all the keys to make a path. In the big chest you will find the Ice Arrow.

##### **Light Arrow -**

When you get all of the medallions, go to the Temple of Time. You will find Zelda and she will give it to you.

#### **Scarecrow Song**

When you go to Lake Hyrule as

young Link, show your Ocarina to the scarecrow. He will ask you to play a song so remember whatever song you create. Show and play the song back to the other scarecrow. Come back to the lake as adult Link and play the song to the first scarecrow and you will learn the scarecrow song.

#### **Steal the Fisherman's Hat**

When you go to the fishing pond while you are Adult Link, you can use the fishing rod to steal the fisherman's hat! Simply cast your line towards him and if you aimed correctly, you'll take his hat. (If it doesn't work at first, try again!) He'll get upset and ask you to give it back. (Don't lose it in the water! He'll charge you 50 Rupees!)

#### **Super Cuccoo Game Cheat**

This should make it a lot easier to catch the Super Cuccoos. As young Link, go to Lon Lon Ranch and enter the first door on the left. The sleeping guy will be there in a room full of chickens. Grab and toss all the chickens into the corner of the room where the bottom of the staircase is. The chickens will get stuck there and won't roam as much. Now go and play the Super Cuccoo game. He'll toss his three "super chickens" into the room. An easy win, now that all the other chickens are stuck in the corner. The prize: A full bottle of Lon Lon milk.

#### **Unbreakable Deku Sticks**

To get an unbreakable Deku Stick you must do the following:

1. Get a lot of Deku Sticks.
2. Equip a Deku Stick.
3. Do the Jumping Slash Attack on an object and either hit the tip or middle of the stick.

The stick will break in half and you will keep one half which is invincible and is twice as strong than Link's normal sword.

#### **Unlimited Money**

For some reason everyone is disappointed because all you get for finding 100 skulltulla tokens is 200 rupees. Well, actually, it's infinite. Once you get the first huge rupee, you can come back whenever you

want and get another one.

## Where to Sell the Masks

Here's a list of the masks and the people who will buy them from you.

**MASK OF TRUTH** — Keep this one!

**KEATON MASK** — Guard at Kakiriko

**SKULL MASK** — Skull Boy in Lost Woods

**SPOOKY MASK** — Boy in Graveyard

**BUNNY HOOD** — Marathon Runner in Hyrule Field

**GORON MASK** — Can't be sold

**ZORA MASK** — Can't be sold

**GERUDO MASK** — Can't be sold

## South Park

### All Characters in Multiplayer Mode

To enable all characters in multiplayer mode, enter the password **OMGTTKYB**. That, as any South Park fan will know, stands for "Oh My God, They Killed Kenny! You Bastards."

### All Weapons

For all weapons, enter the password **FATKNACKER**.

### Big Head Mode

For big head mode enter the password **MEGANOOGGIN** at the Cheat menu.

### Bonus Characters

To access these characters in multiplayer mode, enter one of the passwords below:

**veggieheaven** = Skinny

**cheatingisbad** = Mr. Mackey

**elvislives** = Bar Brady

**outrage** = Big Gay Al

**hawking** = Ned

**slapupmeal** = Starvin Marvin

**phaert** = Phillip

**raft** = Terrance

**dorothyfriend** = Mr. Garrison

**lovemachine** = Chef

**checkataco** = Wendy

**fishnchips** = Pip

**kickme** = Ike

**allwoman** = Mrs. Cartman

**goodscience** = Mephisto

**staringfrog** = Jimbo

**majestic** = Alien

### Pen and Ink Mode

For Turok's famous "pen and ink" mode, enter the password **PLANEARIUM**.



### Unlimited Ammo

For unlimited ammo, enter the password **FATTERKNACKER**.

### View Credits

To view the credits, enter the password "SCREWYOUGUYS".

## Top Gear Overdrive

### Bonus Track

Beat the sixth season (placing fourth or better) in Championship Mode to unlock and race on the Space Truckin track.

### Cheat Codes

To enter the cheats go to the main menu screen. There are four options (Championship, Versus, Setup, Credits). Imagine these options are numbered 0 to 3. Input the following sequence (by pressing the Z trigger) while positioning the menu cursor (via Control Stick) at the appropriate menu items. If you mess up you can enter a menu item and return to the main menu to reset.

#### Alternate Credits:

2, 2, 0, 1

#### Open All Cars:

3, 3, 1, 3, 2, 0, 0, 0, 1

#### Open Normal Cars:

3, 0, 0, 1

#### Open Bonus Car 1:

3, 1, 2, 0, 1, 1

#### Open Bonus Car 2:

0, 3, 1, 2, 1, 0, 2, 3

#### Open Bonus Car 3:

1, 1, 0, 3, 0, 1, 0, 3, 2, 1, 2

#### Open Season 4:

1, 0, 0, 3, 2, 2, 0

#### Open Season 5:

2, 0, 3, 1, 1, 2, 0, 1, 3, 0

#### Open Season 6:

3, 2, 1, 0, 0, 3, 0, 1, 2, 0, 3, 2, 2

You should get a smiley face with a rev sound if you did it right.

### Extra Money and Power-ups in Championship Mode

In Championship mode, the amount of money you have and the number of upgrades your car has is saved into the game's memory but each time you start the game you get to choose your car. This means that there's a simple way to get more money and power-ups on a championship game.

Every time you buy a new car,

race one race with it then sell it and buy the worst car available. Now buy full upgrades for that car and start another race. As soon as this race begins press Start and choose EXIT to return to the main menu.

Start the Championship game again and chose the best car available (it should be the one you have bought and sold). You now have full upgrades for this car and loads of spare cash — probably enough to buy the next car.

This cheat works even better in multiplayer as only one player has to buy a car for all of the players to be able to select it.

### Sandy Beaches Shortcut

If you want to get a good place on the Sandy Beaches level listen up. If you go through the waterfall that is one shortcut. But if you veer left and accelerate to a fast enough speed, you can launch yourself over the guardrail and into a lake. Sometimes you may pop up as close to the finish line as the last nitro but sometimes as far away as just around the corner.



**NOTE:** Make sure not to jump backwards because you may get sent back to the tunnel that is through the waterfall.

## Turok 2

### Big Cheat

To unlock all cheats enter **BEWAREOBLIVIONISATHAND** at the code entry screen. After entering the code, go to the CHEATS menu and turn on the desired codes.

### A Frooty Beginning

First you have to have the code "Frooty Stripes" on. After you have this code on push pause and quit with the code on. Start the same game you were playing that was saved on your memory pak and watch the beginning. It will be all Frooty!

### Big Hands and Feet Mode

To give the creatures in T2 big hands and feet, simply enter the following at the cheat entry screen and activate it in the Cheat Menu: **STOMPEN**

### Big Head Mode

Go to the "enter cheat" menu and enter the following code. Then start a new game and push start to access the cheat menu. **UBERNOODLE** — Big Head Mode. Will make all the enemies' heads a lot bigger.

### Bloody Razor Wind

Throw the Razor at an "organic" enemy until it is dead. Then get a good look at the Razor Wind and it will be covered in blood. The effects stay until you throw it again.

### Earn Cheats

In case you were wondering, here's how to earn the cheat codes.

#### Fruity Colors Mode:

Complete level 1

#### Pen and Ink Mode:

Complete level 2

#### Gouraud Mode:

Complete level 3

#### Big Hands and Feet:

Complete level 4

#### All Map:

Complete level 5

#### All Guns:

Complete level 6

#### Big Head Mode:

Defeat level 4 boss

#### Tiny Mode:

Defeat level 5 boss

#### Infinite Ammo:

Defeat level 6 boss

#### All Special Items:

Defeat Primagen

#### Invincibility:

Defeat Primagen

#### Infinite Lives:

Defeat Primagen (on hard)

### Easy Invincibility

When you come out of a warp portal, and there is an enemy nearby, get his attention to draw it closer. Keep in mind you have to still be standing in the middle of the portal. Let the dinosaur attack you until your health reaches zero. Be sure that you don't get knocked out of the portal or you will die. If done correctly you should be able to walk out of the portal invincible. Be careful because the trick will stop working when you pick up a health bonus.

### Extra Multiplayer Levels and Cooperative Mode

First have at least two controllers plugged in to enable the 'MULTI' option. Then enter the Big Cheat in the cheat menu (**BEWARE-OBLIVIONISATHAND**)

Now, go into Multi, and start a game on any level. When the game begins, go into the Cheats menu, and scroll through the "warp to ..." and select the level you want to play.

**NOTES:** This is kind of buggy, but works on most levels and bosses. Avoid teleporters as they tend to mess it up.

### Fruit Stripes

To make your character wear fruity strips put this code in the enter cheat menu: **FROOTSTRIPE**

### Gouraud Mode

Enter the following code at the code entry screen and all textures will be replaced by simple coloured gouraud-shading: **WHATSATEX-TUREMAP**

### Harmless Zombies

Are the dead men in level 2 killing you too many times? If you turn the blood colour to "off," then they won't throw their bloody limbs at you, making it MUCH easier to kill the dead sisters.

### Juan's Cheat

To place Juan's face on the health icons enter **HEERESJUAN** in the cheat menu. Juan is a lucky boy who won Igwana's Turok contest. Congratulations Juan!

### One Shot Kills

It helps if you use the normal gun switch setting. Highlight the shot-gun and push A to scroll forward through the weapons. When you get to the tek bow stop and cycle backwards through the weapons using B until you get to the Tek Bow.

Now pull out your Tek Bow and shoot an enemy as fast as you can. The enemy will fly up as though you have shot it with a scorpion launcher. When it falls down it will be dead! This trick also

works on bosses and in multiplayer.

## Pen-and-Ink Mode

To get the good old pen-and-ink mode from Turok 1, enter the following at the cheat entry screen: **IGOTABFA**

## Shoot the Birds

Before you say "duh, I knew that!" — did you know that there is a purpose to killing the seagulls in Level 1? If the one gate that's not opening on top of the ladder near the city bugs you, shoot down all the birds and it will open.

## Sometimes They Come Back...

Wait around for a few seconds when you pick up ammo or health. After a few seconds some come back. If it is ammo it will change until all of your weapons are full. Health will alternate between 10 and 2 until your health is 100. This works really well when you are trying to get pieces of the Nuke.

## Stick Men Mode

To get every enemy to be tall and skinny, enter **HOLASTICKBOY** at the Cheat Menu.

## Switch Sniper Scopes

You must have Quick Weapon Select on to do this trick. If you want to switch sniper scopes (Plasma Rifle and Tek Bow), first pick one of them and turn on the scope. Then switch to the other weapon and QUICKLY press D-pad Right (the button to turn on/off the scope) which will mix up the scopes. This can be done from Tek Bow to Plasma Rifle or Plasma Rifle to Tek Bow. You may have to try it several times before accomplishing this task.

## Tiny Enemy Code

Want to have every creature be the size of a Compy? No problem, simply enter: **PIPSQUEAK** at the code entry screen.

## Unlimited Tek Arrows

Everybody who has played Turok 2 should know that you can get regular arrows back after you shoot them into an enemy or a wall.



Well, if you shoot a tek arrow into an enemy and run up and grab it out of the enemy it will say you got a tek arrow, but the explosion will still happen and hurt or kill the enemy!

## Zach Attack

To place baby Zach's face on the health icons enter **AAHGOO** in the cheat menu.

## WCW/NWO: Revenge

### Break Submission Holds

To break out of submission holds, rotate the control stick repeatedly.

### Double Team Moves

If two players both perform a grapple on the front of an opponent it will result in either a "Double Suplex" or a "Wishbone". If two players perform a grapple from behind an opponent it will result in a "Double Bulldog" or a "Double Atomic Drop." If one player is in front of the opponent and one behind an opponent and each perform a grapple, it will

result in a "Double Power Bomb." Also if you perform a rear grapple and press the C-Up button you will hoist your opponent on your shoulders. Your partner can then either climb the turnbuckle and knock the opponent off, or stand on the apron and press the D-Pad towards the ring and the A-button simultaneously to spring board into the ring and knock the opponent off your shoulders.

### Ducking

When you are knocked down, and you are starting to get up, hold R to duck. You can stay in that position for about 8 seconds or you can either grab your opponent by tapping A or you can hit your opponent by tapping B.

### Enter Battle Royal at Any Time

When playing in a Battle Royal, and someone is eliminated just press the Z button on the third or fourth controller to take control of the new opponent when he enters the ring.

## More Taunts for you to Enjoy

We all know that people like Kevin Nash who don't have normal flying turnbuckle moves get to have an extra taunt, like standing on the turnbuckle and cheering instead of perching and getting ready to jump. To do this alternative taunt with other characters, walk over to the turnbuckle, hold the D-pad towards it, and tap the control stick. Most characters have different taunts, and they are fun to watch. Also, if you are doing a turnbuckle taunt like that, you cannot be hit or grappled. If you are the kind of person who runs away when your opponent has a special, find a character with a taunt that lasts a long time, like Juvi or DDP. Just keep going from turnbuckle to turnbuckle and taunting. If you climb on the turnbuckle with C-Down and tap the analogue stick, your character will also do a taunt there. However, most characters have different taunts from up there, unlike in WCW vs. NWO World Tour.



## 1080 Snowboarding

**Overall 9**

Graphics 4 • Sound 4 • Gameplay 4

Racing • 1-2 players • Nintendo • Rumble • \$99.95

• One of the best, if not the best, racing/sports games on the N64. Incredibly realistic graphics and great spot effects, like lens flare, courtesy of the N64's hardware, make this game a dream to look at. On top of that it handles like you'd expect a real snowboard to handle. A definite purchase, even for those who don't like the sport.

## Airboarders

Graphics 3 • Sound 3.5 •  
Gameplay 3

**Overall 6.5**

Racing/Sports • 1-2 Players

Nintendo • No Rumble • \$ 79.95

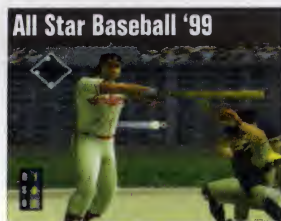


Graphics 2.5 • Sound 2 •  
Gameplay 2

**Overall 6.5**

Sports • 1-4 Players • Ubi Soft  
Rumble • \$99.95

• The N64's first tennis game can only be seen as a letdown for N64 Gamers. Some nice ball physics and reasonable gameplay are let down by poor, bordered visuals and questionable collision detection with the ball. The multiplayer mode may be its saving grace, but All Star Tennis is only for die-hard tennis freaks nonetheless.



Graphics 4.5 • Sound 4.5  
Gameplay 4.5

**Overall 9**

Baseball • 1-4 Players • Roadshow  
Rumble • \$99.95

• This, without a doubt, is the

best baseball game available anywhere today. Photo-realistic graphics that'll start you drooling, excellent speech and sound combined with incredibly simple, yet deep gameplay make this a game for those out for a quick hit and others who want to play a complex full season game. A must for sports fans.



Graphics 4 • Sound 3.5  
Gameplay 3.5

**Overall 8.5**

Racing • 1-4 Players • Activision  
Rumble • \$99.95

• Definitely the best looking racer on the N64, Lambo 64 just seems to lack a little passion and speed in its driving engine. The control is overly sensitive, with the analogue controller overreacting at the slightest touch. Still, it's great fun multiplayer and the really smooth visuals and great engine noises make this a game that's definitely worth a look.



Graphics 3 • Sound 2.5 •  
Gameplay 2.5

**Overall 7**

Fighting • 1-2 Player

GT Interactive • No Rumble

• Without a doubt the most violent and bloodthirsty game on any console, Bio Freaks is a nice mix of air and land-based 3D fighting. The game's good combo engine is overshadowed by the cheap 'n' nasty projectile weapons each character has, as you hardly ever get the chance for some real, beefy up-close combat as the cheap moves are too irresistible not to use. Worth a look just to see how far programmers can push the game's censorship board...

## Body Harvest



Graphics 3 • Sound 2.5  
Gameplay 3

**Overall 7.5**

3D Shooter • 1 Player

Gremlin • Rumble • \$99.95

• You take charge of a time travelling hero who's out to stop aliens who plan to devour the entire human race. You also get to control over 60 different vehicles in this fully 3D shooting fest. Nice ideas are somewhat ruined by the game's sloppy 3D engine with glitches and slow frame-rates that really hinder the game's enjoyment. Still, the nice game ideas and sheer size of the 3D worlds make it worth a look.

## Bomberman Hero



Graphics 2 • Sound 1  
Gameplay 2.5

**Overall 4**

3D Platform • 1 player

Nintendo • Rumble • \$59.95

• Arguably one of the best multiplayer games ever has been practically crippled in this latest version of the Bomberman saga. There's no multiplayer mode in this game. Yep, that's right; no multiplayer mode. On top of that the game is simple - bordering on dead easy - and the graphics and gameplay do little to make up for the abomination that is the omission of a multiplayer mode in a Bomberman game. Really die hard fans need only apply...



## Banjo-Kazooie

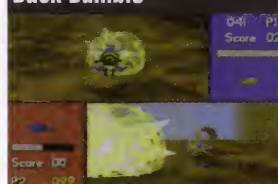
**Overall 9**

Graphics 4.5 • Sound 4 • Gameplay 4

Nintendo • Rumble • \$79.99

• One of the best looking games on the N64 also happens to be one of the most fun-filled games as well. Huge, beautiful 3D worlds are full of simple and complex tasks that will see players glued to this game for weeks on end. Not quite as polished as Mario 64, but more varied and just as enjoyable.

## Buck Bumble



Graphics 3 • Sound 4  
Gameplay 4

**Overall 8.5**

3D Shooter • 1-2 players

Nintendo • No Rumble • \$99.95

• The creators of the original SNES Starfox are back with a game that provides a great mix of 3D flight and shooting action. Buck Bumble is an interesting character in an interesting 3D world with plenty of action and tonnes of levels to keep gamers playing for months. The visuals are by no means the best on the N64, but the shooting action and the variety of weapons make this a game that's recommended for action fans. Well worth a look.

## Bust A Move 3



Graphics 2.5 • Sound 2.5  
Gameplay 4

**Overall 8**

Puzzle • 1-4 players

Acclaim • Rumble • \$99.95

• This is easily the best puzzle game on the N64. It's not as engrossing as some games but it's so addictive that you can always come back to it for

another session, because it doesn't get boring in the way that games with definite endings do. The new four player mode offers some great fun and is highly recommended.

## Chopper Attack



Graphics 3.5 • Sound 4  
Gameplay 3.5

**Overall 7**

3D Shooter • 1 Player • Midway  
Rumble • \$99.95

• The 3D version of the Desert Strike series, Chopper Attack features good 'shoot 'em up' gameplay, great music and plenty of different choppers to fly with. The visuals are a bit dull and lifeless in colour and the fact that the game only has six levels will mean that reasonable gamers will finish it way too soon. A perfect rental game.



Graphics 1 • Sound 1.5  
Gameplay 1.5

**Overall 2**

Basketball • 1-4 Players • Nintendo  
No Rumble • \$99.95

• As a basketball game,



## Diddy Kong Racing

Graphics 4.5 • Sound 3.5 • Gameplay 4

**Overall 9**

Racing • 1-4 Players • Nintendo • Rumble • \$79.95

• DKR's single player game totally slams Mario Kart's by comparison, as the variety of gameplay and tracks is much wider. A great driving game with a huge adventure mode that boasts tons of tracks, hidden characters and secrets, plus it packs such a challenge that it will have you playing for weeks. An excellent game from Rare.

College Hoops sure makes a great 3D platformer. The players look pathetic, the game action moves at a slower pace than any sports game we've ever seen, and the gameplay is atrocious. If you want a basketball game, pick one of the N64's 3D platformers at random and it will be better than College Hoops.



Graphics 3.5 • Sound 3.5

Gameplay 3

**Overall 7**

Fighting • 1-4 Players • Nintendo Rumble • \$79.95

A much better driving game than the original Crusin' USA in every way. Smoother graphics, better gameplay and more tracks... Still, the game is a bit of a bore in single player mode, but plug in a few pads and the game really has some enjoyable moments and is a great deal of fun.

## Dual Heroes

Graphics 1 • Sound 1

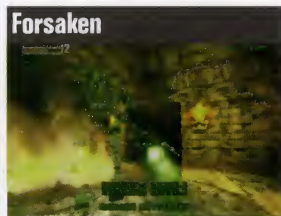
Gameplay 1

**Overall 2**

Fighting • 1-2 Players • Nintendo No Rumble • \$59.95

• This game hasn't been given the title of worst Nintendo game ever for nothing. Ugly textures, horrid character design and earplug inducing sounds are some of the main reasons. Yuk!

the best for the N64. Don't let the simple graphics fool you - F-Zero X is a total blast!



Graphics 4.5 • Sound 3.5

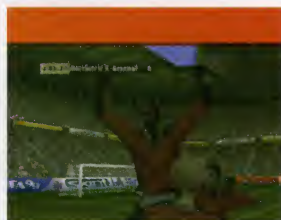
Gameplay 4

**Overall 9**

3D Corridor Shooter • 1-4 Players •

Roadshow • Rumble • \$99.95

• Even though it was released nearly a year ago, forsaken still has some of the best lighting effects and visuals on the N64. The gameplay has become a tad dated though, but the inclusion of a multiplayer mode with computer opponents really helps the corridor-based shooting game. Well worth a look.



Graphics 4.5 • Sound 4

Gameplay 4

**Overall 9**

Soccer • 1-4 Players

Electronic Arts • Rumble • \$99.95

• Finally EA have managed to make an almost perfect soccer game for the N64. Beautiful high resolution graphics,

smooth control, a huge list of options and excellent sound make FIFA '99 the best soccer game for the N64. If you have a love for soccer games, then you need to look no further.



Graphics 3.5 • Sound 4

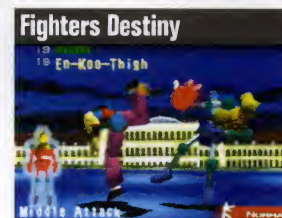
Gameplay 3.5

**Overall 8**

Soccer • 1-4 Players

Electronic Arts • No Rumble • \$99.95

• A much better attempt at soccer, this FIFA game features the full soccer license, better graphics and great sound effects and music. The frame-rate is still a little slow at times, but the game is more than playable and a good game in its own right. The indoor games are a good addition, offering a new concept for soccer, and they run a tad smoother than normal games.



Graphics 3.5 • Sound 3.5

Gameplay 3.5

**Overall 8.5**

Fighting • 1-2 Players •



## F1 World Grand Prix

Graphics 4.5 • Sound 4 • Gameplay 4.5

**Overall 9**

Racing • 1-2 Players • Nintendo • Rumble • \$79.95

• Gamers searching for the ultimate F1 simulation need not look any further. F1 World GP has excellent 3D graphics, realistic control and a wealth of options that would see any driving sim go absolutely crazy. The game's only downside is that it is strictly a simulation. Those looking for an arcade-type racer will be disappointed. Still, F1 is a sim game and no other game does it better.

Roadshow • Rumble • \$99.95

• The first real fighting game for the N64, Fighters Destiny has good characters, great moves and new concepts, like the ability to learn new moves and even take moves from your opponent in two-player mode. The visuals, although a little blurry, are smooth and well drawn. The game's fighting engine and combos will keep fighting game freaks busy for a long time to come.

## GASP

Graphics 2 • Sound 2.5 •

Gameplay 0.5

**Overall 2**

Fighting • 1-2 Players

GT Interactive • No Rumble • \$ 99.95



Graphics 3 • Sound 3.5 •

Gameplay 4

**Overall 8**

3D Platform • 1 Player •

GT Interactive • No Rumble • \$99.95

• In the land of Marios and Banjos, Gex doesn't really size up. 3D graphics that can only be labelled as ordinary, levels that are often uninteresting and gameplay that consists of little more than 'collect X amount of coins to finish level' add up to an experience that is best suited for the very young gamer. Gex should have been much better, especially in light of its competition.



Graphics 3 • Sound 3.5 •

Gameplay 4

**Overall 8**

3D Platform • 1 Player

Nintendo • No Rumble • \$99.95

• The aim of this original platformer game is to collect magic balls in each level, then use the glove's various tricks to make your way to the exit. This task is a lot of fun because you must constantly use a variety of different tactics like juggling the ball out of the way for some enemies and transforming it into a bowling ball to destroy other enemies. Great fun.



## Goldeneye

Graphics 4 • Sound 4 • Gameplay 4.5 **Overall 9.5**  
3D First Person Shooter • 1-4 Players • Nintendo • Rumble • \$49.95

• The classic 1st-person Shooter that started all the excitement. Mission Impossible and Turok 2 have tried with some success to capture its brilliance but after the dust settles, the truth is: this is still the best action game on the N64. Covert spy techniques and sneaky Bond gadgets draw you into the most enjoyable gaming experience ever. An essential purchase for anyone with two hands.

## Golden Nugget



Graphics 1 • Sound 1.5 • Gameplay 1 **Overall 3**

Gambling • 1-4 Player • Electronic Arts • No Rumble • \$99.95  
• The idea of a gambling game might seem cool to some, but the executing of this idea in Golden Nugget is anything but good. As a simulation, this game goes too far, as just like in real life, many of the games rely on just in single button press and a whole lot of luck to decide the outcome. The end result is that this game isn't really fun at all, and should be avoided by everyone except the most addicted gambling junkies.

## Holy Magic Century



Graphics 3 • Sound 2 • Gameplay 2 **Overall 5**

RPG • 1 Player • GT Interactive • Rumble • \$99.95  
• This RPG is almost certainly aimed at the youngest N64 gamers. Simple combat that borders on boring, a story that lacks interest and intriguing

characters and an impressive 3D engine that's bugged with glitches and annoying faults mean Holy Magic Century will only please die-hard RPG fans who've played Zelda 100 times and need something else.

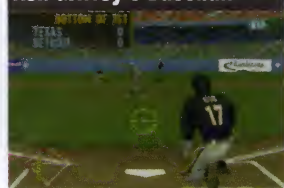
## Int. Superstar Soccer '98



Graphics 4.5 • Sound 4 • Gameplay 4.5 **Overall 9**

Soccer • 1-4 Players • Nintendo Rumble • \$79.95  
• Not as great an upgrade as many people may have wanted. Still, it has improved visuals, gameplay and sound and easily stands as the best soccer game on the N64. Team edit and player creation make up for no World Cup licence.

## Ken Griffey's Baseball



Graphics 2 • Sound 3 • Gameplay 2 **Overall 6**

Baseball • 1-4 Players • Nintendo Rumble • Price TBA  
• The long awaited Nintendo baseball game falls behind All Star Baseball '99 in every sin-

gle area. Washed out, lifeless graphics and simple, unrealistic baseball gameplay make this a game that should be passed up at every opportunity. Get All Stars instead!

## Knife Edge



Graphics 1 • Sound 2 • Gameplay 1 **Overall 3**

Shooter • 1-4 Players • Acclaim Rumble • \$99.95

• The N64's first gun game is a huge disappointment. The game consists of moving a cursor around the screen and blasting predictable formations of alien ships. You have no control over your actual ship and the game gets mind-numbingly boring in about 5 seconds. To top it off, there isn't even a gun available yet which makes this game about as useful as a plot in a Sylvester Stallone movie.

## Kobe Bryant's NBA



Graphics 4 • Sound 3.5 • Gameplay 4 **Overall 8**

3D Basketball • 1-2 Players Nintendo • Rumble • \$99.95

• A nice looking 3D basketball game that has smooth animation and a near faultless graphical appearance. The game-play's a little on the slow side, but the large amount of options and the multiplayer game more than make up for this.

## Lylat Wars



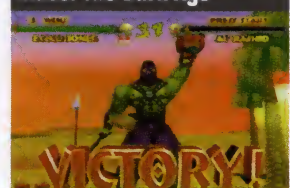
Graphics 3.5 • Sound 3.5 • Gameplay 3 **Overall 9**

3D shoot 'em up • 1-4 Players Nintendo • Rumble • \$99.95

• As a shoot 'em up, Lylat Wars is a fairly good mix of action that tries to liven up a tired old genre. The graphics are quite good, although a little sparse and lacking detail in places. Four player games are good fun, if

not a little behind the standard in Mario Kart and Goldeneye. With a Rumble Pak strapped together with the game, Lylat Wars is really terrific value for the price.

## Mace: The Dark Age



Graphics 3.5 • Sound 3.5 • Gameplay 3.5 **Overall 8**

3D Fighter • 1-2 Players GT Interactive • No Rumble • \$99.95

• As an excellent conversion of the arcade game, Mace has some of the best visuals on the N64, although the game has problems with the animation of the fighters. The combo system is a little lacking but the gore in the game more than makes up for this. Dice and slice limbs and heads off to your heart's delight - oh yeah!

## Madden '99



Graphics 4 • Sound 2 • Gameplay 3.5 **Overall 8**

American Football • 1-2 Players Electronic Arts • Rumble • \$99.95

• The latest game in the Madden series has added a num-

ber of improvements to the franchise. The graphics are high resolution and look much sharper, even if they aren't as impressive as Quarterback's. The detail and range of gameplay options are so extensive that simulation fans will be in paradise. However, the game's complexity will no doubt put off beginner sports fans.



Graphics 2 • Sound 2 • Gameplay 1 **Overall 3**

Bowling • 1-4 Players • Crave Entertainment • Rumble • \$99.95

• Woo Hoo! A bowling game finally arrives on the N64. This is the game we've all been waiting for - Not! Let's face it, bowling is fairly boring at the best of times. Considering that this isn't even a good attempt at simulating the sport, there is absolutely no reason to waste your money on this poor game.

## Mission Impossible



Graphics 4 • Sound 4 • Gameplay 4 **Overall 8.5**

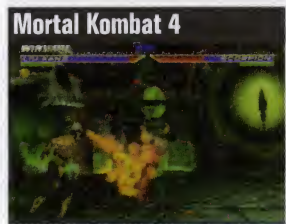


## Mario Kart 64

Graphics 4 • Sound 3 • Gameplay 4 **Overall 9**  
Racing • 1-4 Players • Nintendo • No Rumble • \$49.95

• This oldie is still a damn goodie as far as gaming fun on the N64 is concerned. The single player racing action is a little shallow, but plug in the extra pads and few other games on the N64 shines as much as Mario Kart in terms of mutliplayer fun. At \$49.95, if you don't have this game you should be taken out and beaten!

**3D Shooter/Spy Sim • 1 Player • Nintendo • No Rumble • \$99.95**  
 • Super-spy game that borrows ideas from Goldeneye and adds some real great ones of its own. A good deal of variety in its missions, but MI just doesn't sit together as well as Goldeneye in its single player game. On top of that, MI has no multiplayer mode, which makes it a questionable purchase for Goldeneye fans looking for more.



**Graphics 4 • Sound 3.5  
 Gameplay 4 Overall 8.5**  
**GT Interactive • Rumble • \$99.95**  
 • MK4 turns out to be easily the best in its series and arguably the best fighting game on the N64. Fluid 60 frames per second graphics and fighting action that moves at lightning speed make this game very impressive visually. The huge amount of characters and combos will keep even the hardest fighting game freaks happy for months.

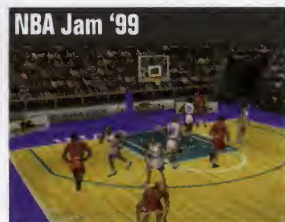


**Graphics 3.5 • Sound 3  
 Gameplay 3.5 Overall 7.5**  
**Action/Adventure • 1 Player  
 GT Interactive • No Rumble • \$99.95**  
 • A decent role playing game whose plot may be a little too 'Japanese' for Australian gamers. You take control of four different characters and go on a quest to stop the evil Warlord who's corrupting Japan with western culture, like McDonalds. Good ideas in its gameplay, but only seasoned RPG fans would like this. A good rental game for a rainy weekend!

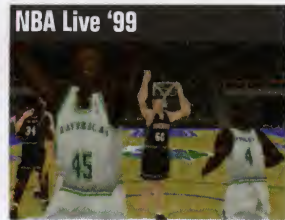


**Graphics 3.5 • Sound 1.5  
 Gameplay 3 Overall 6.5**

**Racing • 1-2 Players • ElectronicArts  
 Rumble • \$99.95**  
 • Despite the fact that most of Nascar's gameplay involves simply turning left at every corner (as most of the tracks are ovals), Nascar '99 is a reasonable attempt at Daytona USA for the N64. The two player mode is fun, while the one player mode has a good deal of options to stretch some life out of this average racing game. It's no Lamborghini 64 or Top Gear Rally, but real racing fans will find something of interest here.



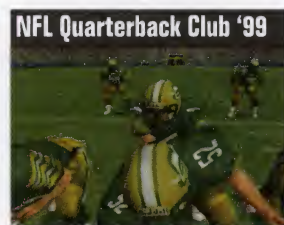
**Graphics 4 • Sound 3.5  
 Gameplay 3.5 Overall 8**  
**3D Basketball • 1-2 Players • Roadshow  
 Rumble • \$99.95**  
 • This game continues Acclaim's tradition of sports titles with stunning high resolution visuals and realistic gameplay with a wealth of options and staggering attention to detail. NBA Jam '99 is the best basketball game on the N64 but fans of the original NBA Jam series should be warned that Jam '99 has moved away from insane stunts and is now a more realistic basketball game. Still, the game is highly enjoyable.



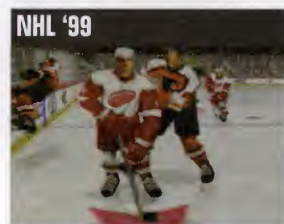
**Graphics 3.5 • Sound 3  
 Gameplay 4 Overall 8.5**  
**3D Basketball • 1-4 Players  
 Electronic Arts • Rumble • \$99.95**  
 • EA are getting into high gear now. NBA Live '99 is their latest and possibly greatest effort. The game combines the realism of a detailed simulation, with the thrills and spills of arcade gameplay, so that everyone gets what they want. The game may not have the stunning visuals of NBA Jam '99 but it's a much more satisfying basketball game that will please the fans.



**Graphics 4.5 • Sound 4  
 Gameplay 4 Overall 8.5**  
**Football • 1-2 Players • GT Interactive  
 Rumble • \$99.95**  
 • What is basically the NBA Jam of American football games, NFL Blitz is a fast, furious game that will appeal to those who find most NFL games too complex to get involved with. Blitz has smooth, lovely visuals and hard-hitting gameplay but its overly simple gameplay could be its only real fault. Sim fans may be a little bored with this game all too soon, but others will no doubt find Blitz one of the best sports games on the N64.



**Graphics 5 • Sound 4  
 Gameplay 2.5 Overall 9**  
**Football • 1-4 Players • Roadshow  
 Rumble • \$99.95**  
 • Edging Madden aside as the Ultimate NFL game, Quarterback '99 has it all. High res visuals at smooth frame-rates, excellent commentary and sound and top-notch gameplay. This is as good as it gets, but again like Madden, Quarterback will have beginners scratching their heads as this game aims to be a sim more than an arcade game. If you're a sports fan, this game is worth getting for the visuals alone.



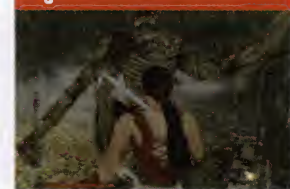
**Graphics 4 • Sound 2.5  
 Gameplay 3.5 Overall 8.5**  
**Hockey • 1-4 Players • Electronic Arts • Rumble • \$99.95**  
 • After their disappointing soccer titles, EA have made a much better effort on their first hockey game. In fact this is easily the best hockey game on

the N64. It has all the options and plays you could ever hope for, plus the gameplay is simple enough for inexperienced players to get into. Throw in super smooth high-res graphics and you've got a hot hockey title.

## NHL Breakaway '99

**Graphics 3 • Sound 2.5  
 Gameplay 3 Overall 8.5**  
**3D Hockey • 1-4 Players • Acclaim  
 Rumble • \$99.95**  
 • Anyone who has NHL Breakaway may want to purchase this game if all they are after is some new box art. In a game that totally goes against Iguana's usual standard, NHL Breakaway '99 is basically a carbon copy of last year's efforts. Even worse is the fact that it's been totally bettered by EA's NHL '99 in graphics gameplay and sound.

## Nightmare Creatures



**Graphics 3 • Sound 3.5  
 Gameplay 2.5 Overall 6.5**  
**Beat 'em up • 1 Player • Kalisto  
 No Rumble • \$99.95**  
 • The first 3D scrolling beat 'em up on the N64 does have its merits in terms of gameplay and graphics. The problem is that it doesn't quite reach the heights that it sets out to. The visuals are dark and drab, the gameplay limited and the control system twitchy at best. The lack of a two player mode also adds to the game's list of faults. Die hard fans should rent this, but purchasing it will probably be an unwise move.

## Off Road Challenge

**Graphics 2 • Sound 3  
 Gameplay 3 Overall 5.5**  
**GT Interactive • Rumble • \$99.95**



**Graphics 3 • Sound 2  
 Gameplay 3 Overall 7**  
**Driving • 1-4 Players  
 GT Interactive • Rumble • \$99.95**  
 • Penny Racers comes off as a real Mario Kart rip off, but it

still has some good points about its gameplay that make it worth a look. The ability to build your car up and the additional track editor which you can use to create and save your own tracks make this a game that is definitely worth a rental and maybe a purchase for fans of its genre.



**Graphics 4 • Sound 3  
 Gameplay 4.5 Overall 8.5**  
**Flight Sim • 1 Player  
 Nintendo • No Rumble • \$99.95**  
 • Plays and looks just like the real thing (even if the frame-rate is a bit jerky at times), and provides you with a real sense of immersion. You'll spend plenty of time exploring the huge maps, and gasping at the effects stuffed in. This one has the goods to convert anyone into a flight freak. Just a pity there weren't more vehicles.



**Graphics 4 • Sound 2  
 Gameplay 4.5 Overall 8.5**  
**Shooter • 1-2 Player • GT Interactive  
 Rumble • \$99.95**  
 • The monster PC hit arrives on the N64, a little ragged around the edges, but still a highly playable conversion. The sound and graphics provide great atmosphere, although the 2 player mode really sucks. It's long, hard and addictive, so you'll be stuck at it for weeks until you have fragged every monster. It may not be up to the standards of games like Goldeneye but if you're after another shooter, try this.



**Graphics 4 • Sound 4.5  
 Gameplay 3 Overall 8**  
**Fighting • 1-2 Players**

## GT Interactive • Rumble • \$99.95

• Rakuga Kids never pretends to be a serious fighter. It has special moves like one where one guy makes a phone box appear, orders a pizza, then laughs as the delivery boy bowls you over with his motorcycle. The characters are a bizarre bunch of cartoon creations but there's decent fighting underneath its cute exterior for those less-serious fighting game fans to enjoy.

## Rogue Squadron



Graphics 4.5 • Sound 5  
Gameplay 4

Overall 8.5

Shoot 'em up • 1 Player  
Ubi Soft • Rumble • \$99.95

• Smooth visuals that look awesome with the aid of the 4Mb ram pak, great shoot 'em up gameplay with plenty of different missions and the chance to be Luke Skywalker for a day round out one of the best games for the N64 in 1998. Excellent sound effects and brilliant music add to create an awesome cinematic experience as well. The lack of a multiplayer mode does hurt the game a little, but it's still highly recommended gaming stuff!



Graphics 4 • Sound 2.5  
Gameplay 4

Overall 8.5

Racing • 1-2 Player

GT Interactive • Rumble • \$99.95

• Rush 2 is another highly enjoyable mixture of racing action and insane jumps. The racing gameplay has been tightened up so that control is much smoother than the original. Rush 2 emphasises 'arcade' action with plenty of stunts and short-cuts. It's multiplayer mode is awesome fun in both the stunt and normal racing modes. Gamers looking for a serious racing game, however, might want to look elsewhere.

## San Francisco Rush



Graphics 4 • Sound 3  
Gameplay 4

Overall 7.5

Racing • 1-2 Players

GT Interactive • Rumble • \$99.95

• An excellent new theme on racing (driving over buildings instead of around them) and a

great graphics engine make this one of the best racing games on the N64. You'll be at it for ages trying to find the most insane jumps and shortcuts, while the two-player game will create plenty of rivalry between friends.

## SCARS



Graphics 3.5 • Sound 2  
Gameplay 3.5

Overall 7.5

3D Shooting/Platform • 1-4 Player

Ubi Soft • Rumble • \$99.95

• S.C.A.R.S.'s biggest asset is its multiplayer mode. Four players screaming around the tracks blasting the crap out of each other is really quite fun. The problem is that the single-player game is a bit of a disappointment because of its simple gameplay and cheap computer opponents. Mario Kart and Diddy Kong do offer better multiplayer fun. Still check it out.

## Shadows of the Empire



Graphics 2.5 • Sound 3  
Gameplay 2.5

Overall 6

3D Shooting/Platform • 1 Player  
Nintendo • No Rumble • \$79.95

• A total shame and 'blasphemy' to the name of Star Wars, Shadows has some of the dodgiest gameplay yet seen on the N64. With a mix of shoot 'em up, doom-style and flight-sim gameplay, Shadows tries to be many games but succeeds at none. Although great fun for the little ones, Shadows is not recommended for experienced gamers.



Graphics 3.5 • Sound 5  
Gameplay 3

Overall 7.5

1st person Shooter • 1-4 Players  
Acclaim • Rumble • \$99.95



## Turok 2

Graphics 5 • Sound 4 • Gameplay 4.5

Overall 9.5

1st-Person Shooter • 1-4 Players • Acclaim • Rumble • \$99.95

• The sequel of the decade is here and it's incredible. It features: huge levels chock full of stunning scenery; beautiful high resolution graphics; amazing weapons with jaw-dropping special effects; a great variety of vicious dinosaurs; sophisticated AI and a brilliant multiplayer deathmatch. Most importantly though, it's a highly enjoyable and compelling game that simply demands purchase.

• The N64 adaption of South Park is a 1st Person Shooter similar to Turok 2, but with a twisted sense of humour. The creators of the TV show have provided a lot of original speech for the game that's genuinely funny. Listening to Cartman scream out "Die Hippies! Die!" will definitely make you laugh. Unfortunately, the game can only be recommended to die hard fans of the cartoon because the gameplay is repetitive and gets boring quite quickly.

## Spacestation Silicon Valley



Graphics 4 • Sound 3  
Gameplay 4

Overall 9

3D Shooting/Platform • 1 Player  
Directsoft • Rumble • \$99.95

• This game won't stun you with its graphics but its original and addictive gameplay will grab you. Taking control of a little microchip that wanders around a huge spacestation, you must complete tricky puzzles by taking control of over fifty different animals in a range of environments. The game gets quite difficult but if you've got the patience and skill, there's a lot to like here.

## Starshot



Graphics 2.5 • Sound 2.5  
Gameplay 2.5

Overall 7

3D Shooting/Platform • 1 Player  
Roadshow • No Rumble • \$79.95

• Infogrames have put a lot of imaginative and interesting ideas into this futuristic platformer. You take the role of a juggler in an intergalactic circus as he explores strange new alien worlds. Unfortunately, a low frame-rate, awkward camera angles and some really unforgiving gameplay elements make this game a frustrating experience. Stick with renting, if you can.

## Top Gear Overdrive



Graphics 4 • Sound 3  
Gameplay 3.5

Overall 8.5

Racing • 1-4 Players • Nintendo  
Rumble • \$99.95

• As a sequel to Top Gear Rally, Top Gear Overdrive sadly retains many of the original's faults. These mostly centred around the difficulty of controlling the faster cars in the game. On the positive

## Super Mario 64

Graphics 5 • Sound 4.5 • Gameplay 5

Overall 10

3D Platform • 1 Player • Nintendo • No Rumble • \$49.95

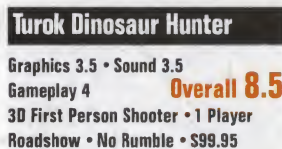
• I've said it before and I'll say it again: Super Mario 64 is the best game on the N64. Incredible level design that'll stun you at every moment, great catchy music and 15 huge, awesome worlds make Mario the ultimate 3D platform game. It's even better value now because the game is only \$49.95!

side, though, is that the game has a large number of tracks that are beautifully drawn at smooth frame rates. Also, the multiplayer game is one of the best on the system and good enough reason to purchase the game for.



**Top Gear Rally**  
Graphics 3.5 • Sound 3.5  
Gameplay 4 **Overall 8.5**  
Racing • 1-2 Players • Nintendo Rumble • \$79.95

TGR's graphics are some of the best on the system for a racing game, with gameplay that realistically recreates rally driving on the N64. Troubles do arise with the car's control later in the game when you get a hold of faster cars, but it's still easily one of the best rally games on any system. Those looking for great multiplayer may be disappointed though.

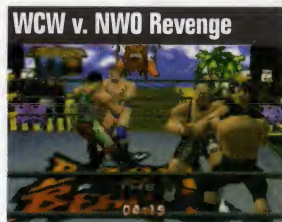


**Turok Dinosaur Hunter**  
Graphics 3.5 • Sound 3.5  
Gameplay 4 **Overall 8.5**  
3D First Person Shooter • 1 Player Roadshow • No Rumble • \$99.95



**V-Rally**  
Graphics 3.5 • Sound 3.5  
Gameplay 3.5 **Overall 8**  
Racing • 1-2 Players  
Nintendo • Rumble • \$99.95

V-Rally will be a wet dream come true for rally fans. The game provides players with a staggering amount of tracks that take you all over the world and it has a realistic driving engine that simulates the physics models of the real cars perfectly. This realism may be a bit frustrating for some players as crashes can be hard to avoid, but patient drivers will find a rewarding game in V-Rally.



**WCW v. NWO Revenge**  
Graphics 3.5 • Sound 3.5  
Gameplay 4 **Overall 8.5**  
Racing • 1-2 Players • Nintendo Rumble • \$79.95



**WWF Warzone**  
Graphics 4.5 • Sound 4 • Gameplay 4 **Overall 9**  
Wrestling • 1-4 Players • Roadshow • Rumble • \$99.95

Arguably the best visuals ever on the N64 make this game worth purchasing for its graphics alone. A huge amount of options and game modes, excellent sound effects and music, plus the game's brilliant character creation options make this a game that will even appeal to those who don't really like wrestling.

**Graphics 3 • Sound 3.5  
Gameplay 4 Overall 8.5**  
Wrestling • 1-4 Players  
GT Interactive • Rumble • \$99.95

Everything has been improved for this sequel. The characters have incredible animations and look much beefier. There are over 60 different wrestlers to choose from with unique moves, there's also a character creation mode and the four player wrestle fest is heaps of fun. However, there aren't enough enhancements to justify purchase for owners of the original.



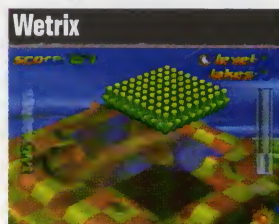
**Wailae Golf**  
Graphics 2 • Sound 2  
Gameplay 2.5 **Overall 6**  
Golf • 1-4 Players  
Nintendo • No Rumble • \$79.95

A rather nice, playable golf game hidden under some ugly 2 Dimensional 'cardboard cut-out' scenery. One look at Wailae and you'll wonder why the graphics programmers didn't do more. Golf fans will love it, but the fact that the game only has one course with 18 holes means that it will test even the greatest golf lover's attention span.



**Wave Race 64**  
Graphics 4 • Sound 3.5 •  
Gameplay 4.5 **Overall 9**  
Jet Ski Racing • 1-2 Players •  
Nintendo • No Rumble • \$99.95

It may have borders and be a tad on the jerky side frame-rate wise, but Wave Race has some of the nicest effects and most realistic controls in any racer on the N64. The water effects will stop you in your tracks and make you gasp, as will the courses, the way the jet ski handles and the attention to detail in the game is impressive. If you love racing games, then check it out.



**Wetrrix**  
Graphics 3.5 • Sound 4.5 •  
Gameplay 3.5 **Overall 8**  
Puzzle • 1-2 Players • Roadshow  
No Rumble • \$99.95

A great idea and spin off of the old 'Tetris' theme come alive with excellent graphics and brilliant sound. The water effects look as good as those in Wave Race,

and the puzzle action is addictive and tough. A training mode is there for beginners and makes it a well balanced puzzle game.



**WipeOut**  
Graphics 3.5 • Sound 4  
Gameplay 4 **Overall 8.5**  
Racing • 1-4 Players • Playcorp  
Rumble • \$99.95

An almost perfect conversion of an excellent racing game originally seen on the Playstation. WipeOut has fast, furious gameplay with craft that travel at insane speed, wield awesome weapons, with the combination of both making a totally addictive and entertaining game. WipeOut's only faults are its lack of tracks (7) and that the tracks' design and the game's graphics and gameplay have been bettered by Nintendo's recent F-Zero X. Fans of the original will no doubt find the game an essential purchase.



**World Cup '98**  
Graphics 3.5 • Sound 4  
Gameplay 3 **Overall 6.5**  
Roadshow • Rumble • \$99.95

**Graphics 3.5 • Sound 4  
Gameplay 3.5 Overall 8.5**  
Soccer • 1-4 Players • Electronic Arts  
Rumble • \$99.95

This installment in the FIFA series nearly knocks ISS64 off its perch as the best soccer game on the N64. The graphics are good, but not quite smooth enough, while the animation is some of the best seen in a soccer game. The control is very good as well, but the music is way better than ISS64. Pick World Cup '98 for its license and music or International Superstar Soccer 64 for its control and gameplay. Both have their merits.

## Wrecking Balls

**Graphics 3.5 • Sound 4  
Gameplay 3 Overall 6.5**  
Roadshow • Rumble • \$99.95

## Yoshi's Story

**Graphics 4 • Sound 4  
Gameplay 3.5 Overall 8.5**  
2D Platformer • 1 Player • Nintendo  
No Rumble • \$99.95

Great, dynamic and highly impressive 2D visuals hide a severe lack of length and challenge in this game. The game just isn't long or hard enough for seasoned gamers, and while young ones will love it, the older gamers should really look elsewhere. A bit disappointing considering N's recent history with 2D games. Great music though...  
Yeeeeeaaahhhh...



**Zelda 64**  
Graphics 4 • Sound 4 • Gameplay 5 **Overall 9.5**  
RPG • 1 Player • Nintendo • Rumble • \$99.95

The most anticipated game of all time finally hits the N64. Zelda has an absolutely enormous quest that draws the player into a complex plot about a young boy trying to defeat an evil sorcerer. Stunningly realistic graphics and perfectly balanced gameplay will have players mesmerized for months as they conquer every dungeon and explore every corner of its amazing world.



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